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- POPULOUS II

MEGA-CD

- THUNDERHAWK
- SILPHEED
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MASTER SYSTEM

- WWF STEEL CAGE CHALLENGE
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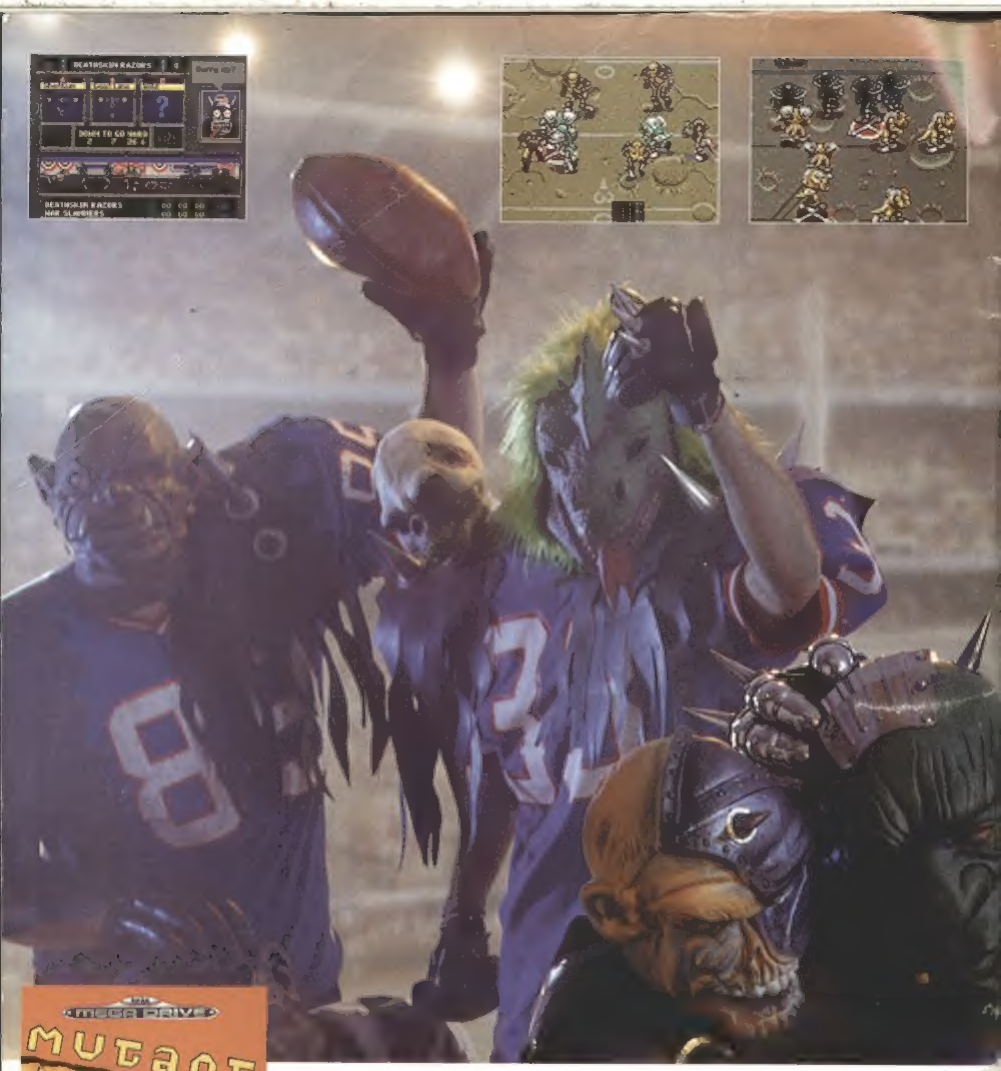

When things get rough in this new sci-fi MegaSport, every player in the Mutant League is liable to lose their head.

With most of them, it's something of an improvement!!

The galaxy of teams that fight for supremacy are decomposed of the most awesome aliens, robots and mutant monsters ever to pull on a padded shirt.

In Mutant League Football rules aren't broken they're obliterated!!

WHEN IT COMES TO THE "MUTANT LEAGUE"

EVEN A GUY LIKE ME CAN TURN PRETTY UGLY

Harrods by Ovation Limited.

The brawls turn into battles. While land-mines, thin ice and booby traps make the pitch slightly hazardous.

But no one argues with the referees. Why bother when you can bribe them or blow them off the planet!!?

So if you're looking for some good harmless fun, I'd look somewhere else if I were you.

SEGA MEGA DRIVE

ELECTRONIC ARTS

Distributed by: Sega Europe, 247 Cromwell Road, London SW5 9GA. Tel: 071-373 30

CONTE

COVER STORY

STREET FIGHTER II: CHAMPION EDITION

Wahay! Once again, MEAN MACHINES has stunned the entire world with an awesome Street Fighter II exclusive — an enormous eight page feature, with loads of pics from the Megadrive game AND some stunning designers' sketches straight from Capcom!

▲ *Street Fighter II: check it out!*

FEATURES

THUNDERHAWK 118

Another MEAN MACHINES EXCLUSIVE! We unveil perhaps the greatest Mega-CD game ever conceived, Core Design's stunning Thunderhawk!

BUDGET BONANZA 46

Sega have released a whole load of cheapo games — we sort out the good from the sad.

PREVIEWS

ROCKET KNIGHT ADVENTURES 108
SILPHEED VR 110
POPULOUS II 112
RUGBY 114
LIGHTSPEED 116

REVIEWS-MEGADRIVE

DOUBLE CLUTCH 50
ANDRE AGASSI TENNIS 56

EXCLUSIVE!
J LEAGUE FOOTBALL 62

Check it out! The first Megadrive game to use the official Sega four-player tap! What's more, it's amazing!

MAZIN WARS 70

▲ *J League Soccer — it's fab!*

pig-eyed sack of horse manure? Find out in the EXCLUSIVE review!

BULLJACKS 92

▼ *Mazin Wars: reviewed inside!*

THE FLINTSTONES 74
NBA BASKETBALL 86

EXCLUSIVE!
CAPTAIN PLANET 88

The environmentally sound cartoon dude strikes on the Megadrive — is it any good, or is it a

EXCLUSIVE!
RANGER X 94

Check out the most awesome shoot 'em up since Jungle Strike! Ranger-X is fast, smooth, playable AND it's got the most enormous explosions ever!

ENTS

EXCLUSIVE!
AMAZING TENNIS 98
David Crane's potentially ground-breaking Tennis simulation is reviewed exclusively, by the lads who know best — the MEAN MACHINES crack reviewing team!

EXCLUSIVE!
CHESTER CHEETAH 100
An intriguing conversion of the Super NES game. However, is it any good or what? We let you in on the action.

▲ *Ranger X — perhaps the greatest blaster since Jungle Strike.*

MASTER SYSTEM

GP RIDER 60
SUPERMAN 82
WWF STEEL CAGE CHALLENGE 84

GAME GEAR

CRASH DUMMIES 68

MEGA-CD

TIME GAL 52

▲ *Time Gal's looking good on official UK release!*

REGULARS

EDITORIAL 6
Loads of stuff from the man in the hot seat: the one and only Rich.

NEWS 8
Read all about it! Mortal Kombat on Megadrive and Game Gear! Ultimate Soccer on Megadrive! And loads more besides!

MEAN YOB 28
Loads more YOB-related tomfoolery as the foul-mouthed one insults the insultable and generally gets up to no good.

HIGHSCORES 31
More YOB as he delves into the mailbag and produces the best of the Sega scoring scene.

Q+A 32
After a one month break, the man Jazza returns to the Q+A hotseat, and answers some ore of your queries.

TIPS 36
An enormous nine page Tips extravaganza, with the return of Mike, the geography teacher, this month standing in for the Tips Vicar.

CHARTS 78
A four-page lists-related extravaganza, compiled by the man with charts-related master plan, Radion Automatic.

LOOKBACK 104
More time-travelling, game reviewing stuff with Jaz and Rich — with a special guest appearance from Davros out of Doctor Who.

MEGAMART 122
Bargains galore! Rubbish galore! And there's plenty more besides in the Sega equivalent to a jumble sale at the local community centre.

REGIONAL SPOTLIGHT 124
Examine this section for a topper consoles shop in your area.

NEXT MONTH 129
And so ends an enormous issue of MEAN MACHINES. But what's happening next month?

EDIT

WHODUNNIT

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OFFICE PHRASEOLOGY IV
"SWEARE WAKON"
Yet another in a long line of office phrases derived from the warped linguistic genius that is Lapparently) NMS' Gary Harrod. We haven't actually been able to fathom exactly what a "cheese baran" is, but apparently if you are one, that's not very good. Or something.

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COMPETITION RULES
EMAP Images employees and their immediate family aren't allowed to enter any competitions. There will be no cash alternative to the prize on offer. Nein. Niet whatsoever.

FINAL BIT
Well, here I am, sitting at Tom's Mac typing all this in, hoping that my passport is going to arrive soon! No passport means no CES Show — aaaaaaa! In the meantime, I guess I'd better get around to checking the rest of the is page! Byeeeee.

THE BEST IS YET TO BE

Next month, I'll be jetting off to the Chicago CES Show to see what new Sega gear is coming our way for the Christmas period. I expect to see a lot of truly amazing stuff.

For a start, we should get our first look at Virtua Racing on the Megadrive! This potentially mega game is the first Megadrive title to use Sega's equivalent of the Super FX chip — an extra piece of circuitry that enables the Megadrive to process 3D polygons at high speed. The word on the street is that's about 100 times faster than the Super NES chip! If this is true, Virtua Racing should be one to look out for. It also uses the Virtual Reality glasses Sega are developing, which look very interesting indeed.

We should also be getting a look at some of the most stunning Sega gear ever, including Sonic the Hedgehog III (hopefully!), Streets of Rage III and Toe Jam and Earl III And that's just the tip of the iceberg. Look out for the exclusive mega CES Show report in next month's MEAN MACHINES! It's gonna be hot...

RICH LEADBETTER

A HOT DATE

If you've got last month's MEAN MACHINES, you'll notice that the cover date is May, 1993. This month's is July! Why? Well, for some reason the management have declared that we MUST move on a month. Next month's issue will be August. Okay?

TA!

A big "ta!" to Advance Console Entertainment of London for lending us J League Soccer. Call them on 071 439 1185. Also, this month, a special round of applause to the Tottenham Court Road Computer Exchange for lending us Amazing Tennis and Chester Cheetah. Call 071 388 2613!

GIFT BONANZA

This month MEAN MACHINES has pulled out all the stops in brining you some rather amazing FREE gifts! You've probably already had a good look at the fab Panini cards attached to the front of this issue, worth 40p in the shops! There are also four more exclusive Mega-CD collectors cards inside PLUS a free sample of the forthcoming Sonic comic from Fleetway!.

GET BUSY

We've got loads of editorial-sized prizes in the MEAN MACHINES vaults for the most interesting pics and stories you lot have got to tell us. Be it pictures for Insults Corner (which IS returning next month, honest!) or tall stories, or crashed cars or... whatever! We don't mind. Send it in, and you might be lucky enough to get a lovely prize. Hurrah!

TIN MACHINE

As you can see, in this issue we've GIVEN AWAY four more exclusive Mega-CD collectors card, to go alongside the smart Mega-CD Metal Box and Card Set we gave away last month. However, if by some bizarre set of circumstances you haven't got a tin (where we you lost month?), we've still a fair amount left in the MEAN MACHINES vault. If you want to own this luxury designer collectors' item metal box, send away £1.00 (to cover postage and packing) to MEGA-CD CAN OFFER, MEAN MACHINES, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Remember, as well as the topper tin, you'll also receive the first six Mega-CD collectors cards! A bargain! If you haven't got the tin, send away for it — NOW!

TORIAL

JULIAN "WELCOME, FRIEND" RIGNALL

"I once had a ridiculous black velvet jacket thrust upon me," admits the man with more skeletons in his wardrobe than Dennis Nilsen. "But it wasn't just a black velvet jacket — it had huge, rounded purple wing lapels and enormous purple velvet side patch pockets too. Fortunately, everyone thought I was the presenter of TV's World of the Strange, and constantly gave me crystal skulls, Egyptian batteries and ectoplasm. Yaroonks!"
CURRENT FAVE GAMES: STREET FIGHTER 2 —CHAMPIONSHIP EDITION, J LEAGUE FOOTBALL, PGA TOUR 2, MONKEY ISLAND 2

RICHARD "JUMPER ROUND" LEADBETTER

"I'd obviously unbeknowingly insulted one of my relatives," admits Rich. "As one Christmas they presented me with this itchy, fuzzy, sock-shaped green and black jumper. I really couldn't find it within myself to even try it on, and not even the custom of wearing your present, no matter how grotty, when the appropriate relative comes round could force me into the task. Mind you, the family feud is apparently dying down now, so maybe I'll stop finding horses' heads on my pillow."
CURRENT FAVE GAMES: STREET FIGHTER 2 — CHAMPIONSHIP EDITION, RANGER X, JUNGLE STRIKE

LUCY "STOP IN THE NAME OF DIOR" HICKMAN

Where does one begin describing Lucy's infamous, nay, renowned — 'Black Jeans With The Bullet Holes And Green Flashes'? Far from being hip ragga-style jeans, Lucy's favourite item of denim is, shall we say, peculiar to say the least. Imagine, if you will, a perfectly good pair of black jeans that have been shot countless times and have had the thigh bits mercilessly slashed. Still with us? Then imagine some old lady in 'Fashions 'R' Us' sewing bits of lurid green denim underneath to make said holes stand out more, you'll know just how bad they are. 'They're great — you lot just have no style', she protests. Hmmm!
CURRENT FAVE GAMES:STREET FIGHTER 2 —CHAMPIONSHIP EDITION, MICRO MACHINES

OZ "POUNDSTRETCHER" BROWNE

"My family all have really good taste and have never bought me anything unfashionable," says Oz, swaggering in on his 8" platforms with goldfish swimming around in the water-filled gloss soles. "I mean, just look at this great piano tie, and it's really hard to get hold of hip-length red leather waistcoats now. And feel the quality of these cuff ruffles. Yeah, I came from a hip lineage alright." that's right Oz, you surely do.
CURRENT FAVE GAMES: STREET FIGHTER 2 —CHAMPIONSHIP EDITION, JUNGLE STRIKE, STREETS OF RAGE 2

ANDY "SWINGING CAT" McDITTIE

We had to trick Andy into telling us his favourite ever item of clothing to get to the bottom of his involuntary fashion mistakes. "I remember this lovely pair of trousers me mum got me once," sighs the un-bestyled one wistfully. "They were these bright yellow brushed cotton sailor pants with a smart elastic waistband. They really cut a dash and I was mortified when I grew out of them." That obviously hasn't stopped Andy wearing them, though.
CURRENT FAVE GAMES:STREET FIGHTER 2 —CHAMPIONSHIP EDITION, MICRO MACHINES, MEGA LO MANIA

RADION "NOT MUCH CHANGE, REALLY" AUTOMATIC

"The worst stuff anyone bought me was this brace of fluorescent cardies my mum picked up," recoils Rad. "One was red, the other was blue and they were both horrific. They had these horrible flared lapels and wing collars, plus that horrible woolly design old blokes have on their cricket sweaters all over them. I had to wear them all summer whatever the weather. This year I've got a much smarter navy one." Erm, quite.
CURRENT FAVE GAMES:STREET FIGHTER 2 —CHAMPIONSHIP EDITION, MICRO MACHINES

ANGUS "WHY I OUGHTA...." SWAN

"I honestly can't talk about my worst fashion "gift", because I mentioned it once before and my mum got all upset." Oh go on, Gus, off the record, promise we won't print it, we're just curious. "Well, it was this shameful tufty blue velour V-neck jumper with these thin pin-stripes of red and white running across it. Thoughts of that sweater still keep me awake at nights." Well, I bet Gus' family skip this part of the mag anyway.
CURRENT FAVE GAMES:SHINING FORCE

PAUL "DUDE LOOKS LIKE A LADY" DAVIES

The Taste Police are always being called to the house of our lovable writer. Not for crimes of fashion, mind you, but for matters far more hairy! Paul has actually been pulled in many times for being in possession of an dangerous haircut! In fact the flyaway mop that masquerades as Paul's hair has been the source of much confusion in the past. "I saw someone walking down the road and thought it was a girl," confesses NMS' Steve Merrett. "Imagine my horror when it turned out to be Paul! — Not that I fancied him or anything," he adds hastily. Honestly, you just can't tell the difference these days, eh readers?
CURRENT FAVE GAMES:SHINING FORCE, STREET FIGHTER 2

DAVE "POSH GIT" KELSALL

"The worst gear I ever had bought for me was the uniform I had at prep school" announces Dave in his well-cultivated tones. "Most people hate wearing their uniform, but ours was even worse, a sickly green blazer, flared grey trousers, a green and red cape and sandals worn with grey socks. I looked like a cross between Little Lord Fauntleroy and Robin out of Batman." Nowadays Dave prefers to wear a cape more in line with the general colour scheme and one that matches his servants.
CURRENT FAVE GAMES:TINY TOONS, DORAEMON

TOM "STEVIE" COX

"My worse piece of clothing has got to be the one that I have no choice but to wear for the next five weeks," says Tom. He is, of course, referring to the sling that supports his freshly-broken arm. According to Tom, he got it fighting with a gang of youths who were looking at him funny. However, we at MEAN MACHINES can exclusively reveal that Tom did in fact get it by tripping over his bootlaces during a game of football. "Mum wasn't around and none of the big lads would help me with them," he confesses, shamefacedly.
CURRENT FAVE GAMES:J LEAGUE FOOTBALL, SUPER CASUALTY DEPARTMENT

FRASER "COMRADE" GRAY

"The only regrettable fashion incident they springs to my mind is the time I bought a pair of Soviet jeans." begins fashion priest, Fraser. "Apparently I shouldn't have bought Russian jeans," says he. "Why is that?" we cry apprehensively. "Well, because Chernobyl fell out!" he answers. Groan.
CURRENT FAVE GAMES:RANGER X

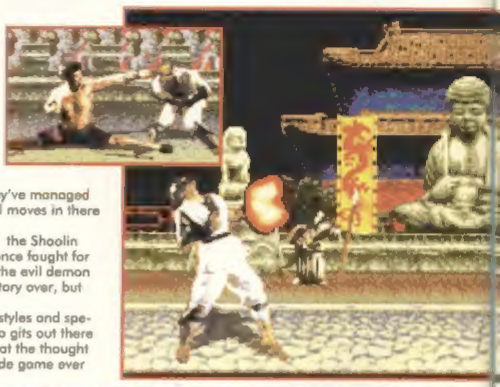
NEWS MORTAL K

Have a drool over the first stonking pictures of Acclaim's Mortal Kombat on the Megadrive — converted from the gory arcade smash which knocked Street Fighter II off the top spot (until Champion Edition came out).

As you can see, developers Probe Software have made a pretty good job of transferring the enormous sprites, which are actually digitised from film, onto the 16-meg cart and from what we've seen so far they've managed to pack most, if not all, of the special moves in there as well.

The game's storyline centres around the Shaolin martial arts tournament which was once fought for honour and glory but is now run by the evil demon Shang Tsung who wants not only victory over, but the very souls of the combatants.

Naturally all players have their own styles and special moves but hard luck for you sicko gits out there who are rubbing your hands in glee at the thought of one of the most violent, gory arcade game ever being just as puke-some on the Megadrive — it's been toned down but you still have cheerful scenes of hearts being ripped out, major decapitation antics and bodies impaled on spikes. Watch out for more exciting updates in future issues of MEAN MACHINES SEGA!



SMALL SCREEN KOMBAT

If you think the Megadrive version of Mortal Kombat is looking scrumptious, just feast your eyes on the Game Gear version. Like what you see? Well so you should because we can honestly say from what we've seen so far, this is set to become the best Game Gear beat 'em up ever.

The plot's the same as the Megadrive version — the Shaolin martial arts tournament where top fighters, all with their own special moves, fight for their lives and souls.

That's all fair enough, but when was the last time you saw a Game Gear game looking this good (definitely on a par with the Megadrive version)? It includes full screen digitised sprites and unheard of speeds for the baby screen.

These pictures show a fairly early version of the game — the finished product is set to have most, if not all the backgrounds and special moves from the arcade including the final showdowns against the inhuman Goro, a huge, four-armed half-dragon then Shang Tsung himself. We'll bring you further updates of this as soon as we get them — Game Gear owners can't afford to miss it!

KOMBAT

▲Never let it be said that Sub Zero hasn't got a head for figures!

▲, I can stand on my head I bet you can't, nancy boy!

◀ Roll up, roll up for a good dose of death!

- NEW GAME
- BY ACCLAIM
- MEGADRIVE

◀ The Hall of Fame ... or should that be Infamy?

▼I wannabe a windmill!

▲Now you see me, now you don't!

◀ Give us yer 'at, oh go on, you look a complete pleaker in it anyway.

- NEW GAME
- BY ACCLAIM
- GAME GEAR

ULTIMATE S

Footie fans look sharp because coming onto all Sega systems this summer is a completely fab new soccer sim from Rage Software — Ultimate Soccer, and it looks like the game's going to live up to the name. Based on Striker, the highly raved about Amiga game, Ultimate Soccer takes the essence of Britain's favourite sport and squelches it, with effortless success, into an 8-meg Megadrive extravaganza.
From what we've seen of the 16-bit version so far, it's fast with superb control method and more options than you can fit in a bin bag. And the 8-bit versions are looking pretty smart too — still very playable but with a few less options (naturally). We'll be bringing you the full run down on all three versions in the very near future and letting you in on whether it's an even better buy than Super Kick Off — if you're a footie freak you can't afford to miss it.

▲*It's a game of two halves, at the end of the day it's whoever scores the most goals etc, etc!*

PIECES OF EIGHT

Ultimate Soccer will be one of the first EIGHT simultaneous player games as soon as the Segatap hits this country.
As reported in the last issue, the Segatap is a four-player adapter from Sega where you can play four players with two players on each team. So as soon as that comes out you can play with seven (yes — SEVEN — by using two taps!) pals and never be accused of being an anti-social little git ever again. Phew!

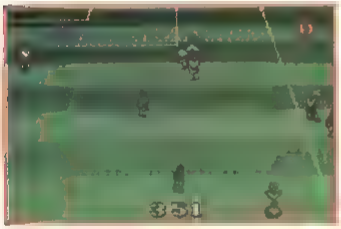
▲*Oy, give me back my ball!*

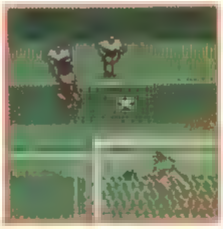
- NEW GAME
- BY RAGE
- ALL FORMATS

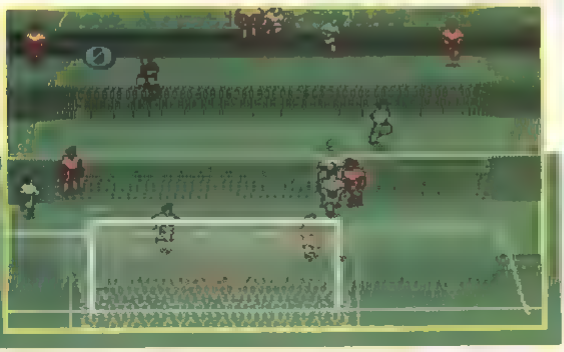
OPTIONS GALORE

Ultimate Soccer has an absolute stack of options — anything you'd want to change about the game you can do if it tickles your fancy. There are 64 different teams, adjustable pitch angle and surfaces, action replays, six- or 11-a-side, 3D viewpoint, changeable weather, cup or league matches, penalty shoot-out mode... the list is endless. One of the best features (in the world according to Lucy) is the way a foul turns onto and an all-out scrap which results in the ref sending [illegible]

SOCCER







MASTER SYSTEM SHOTS

And he's coming up from behind one... yes he's, going for the ball, ooh I say, quite remarkable!

VIDEO NICETIES

Keep your eyes p[illegible] the hottest Sega v[illegible] ever to hit this universe [illegible] more than 100 tips on the 50 greatest Megadrive games ever in an hour's worth of action packed video entertainment.

The 60 minute hints and tips video was compiled by your very own MEAN MACHINES SEGA team (so you know it's going to be tops) straight away, and loads of hard cash was spent to ensure hip top state of the art quality. Available from June 7 from all good retailers costing £7.99 it's something any serious respecting Sega games player can't afford to miss!

- NEW VIDEO
- BY MEAN MACHINES
- MEGADRIVE

▲*It's big, it's brill and for any Sega freak it's an absolute must-buy!*

SPIN THAT DIAL

The Japanese [illegible] giving much coverage [illegible] looking new Mega-CD title at the moment. Curious MEAN MACHINES have taken a look for ourselves and, boy is it strange! Hilarious, but unsettlingly weird. Called Switch it is an interactive cartoon that follows the mission of a character who is in a round about fashion preserving sixteen of the world's most famous monuments. The title 'Switch' is doubtless derived from the fact that the central character goes through life by pressing buttons. Presented as a succession of over 1500 visual gags, Switch and his pet dog are relentlessly subjected to the kind of circumstances usually found in Terry Gilliam's famous Monty Python sketches.

We doubt that this little is ever to grace the Mega CD over here some of the gags are pretty disgraceful [illegible] but then who knows? Sega may well see their way to furthering their avant garde reputation and bring it to the UK. Needless to say Switch has stolen everybody in the office from [illegible] and it looks like it'll be a while before it sees the light of day before anyone agrees to resume any state of normality. Look out for the review soon!

- NEW GAME
- BY SEGA
- MEGA-CD

TECHNO! TECHNO! TECHNO! TECHNO!

Powerful magic meets menacing technology in a futuristic struggle for supremacy in a shiny new Megadrive game coming soon from Electronic Arts [illegible] Techno Clash.

The wizards of the Inner Realm are threatened with an onslaught from a bunch of mechanical monsters [illegible] you as wizard Prince Ranaan try to route out the enemy but find yourself teleported to Earth where you're trapped in a deadly battle with the machines and their creator Mr Ion Stiles.

It's fighting action ahoy in a Gauntlet style shoot 'em up as you blast and magic your way through the two worlds over seven locations, some with nine different levels. It's looking pretty wizard so far but tune in next month for an in-depth look.

- NEW GAME
- BY EA
- MEGADRIVE

FLASHBACK

gus says...

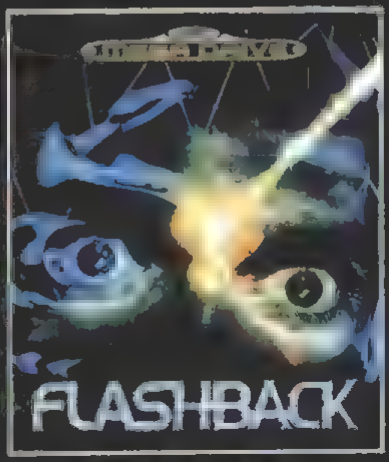
" any reviewer who rates this less than ace is cruisin' for a squeaky voice "

these fellas are safe...

" Stunning graphics and amazing animation makes Flashback one of the best Mega Drive releases for years (*Julian Rignall* - Mean Machines) "

" If you thought you'd seen it all on the Mega Drive, think again. This is one that'll sell by the truckload "
(*Final Fiend* - C&VG)

" Absolutely stunning, without doubt the best Mega Drive game so far "
(*John Davidson* - Mega Drive Advanced Gaming)



available for your Mega Drive

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OUR VIDEO IS GOIN ROUND

To celebrate [illegible] Sean Connery, that
[illegible] Eyes O[illegible]
All you [illegible]
power [illegible]
letter [illegible]
letter, [illegible]
Step [illegible]
COMP[illegible]
RING[illegible]

- COMPETITION
- BY DOMARK
- 16 VIDEOS

[illegible]lowed to enter [illegible]
[illegible]d doing so will be [illegible]
death with a wet lettuce.

SUPER GEAR

Despite minor setbacks like being killed off by D C Comics, Superman is still at it this time on the Game Gear in an unoriginal but nonetheless fairly fun platform shoot 'em up from Virgin. The story line and indeed the gameplay and graphics are almost exactly the same as the Master System version (reviewed on page 90 this issue). Superman's at loggerheads with the wicked Brainiac (who's kidnapped the luscious Lois Lane and plans to take over the world (naturally).

It's up to you controlling the Man of Steel to reach Brainiac's control centre in deep space, rescue your babe and save the world from a fate worse than television snooker. Yippee doo!

- NEW GAME
- BY VIRGIN
- GAME GEAR

DRAGON FLIES

Ever on the ball, Virgin Games is bringing out a Megadrive game called Dragon based on the indomitable antics of the one and only Bruce [illegible] just 20 years after his untimely demise at the age of 32. The game, which ties in with the upcoming film of the same name, sees Bruce fighting 12 different opponents including the notorious Sun brothers, the Oriental Fan Fighter and the Phantom who haunted Lee throughout his life.

Unusually, Dragon features three characters fighting each other at once, take on two opponents or a mate as Lee or his alter ego Train with Lee's tutor Yip Man to keep up with the 36 different fighting moves which adapt as progress is made and new tricks are learnt. Due out early next year we'll bring you further updates as soon as we get them.

- NEW GAME
- BY VIRGIN
- MEGADRIVE

more tips than you can shake a stick at!

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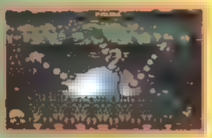
CHUCK UP

As explained last issue those very nice chaps at Core Design (programmers of corkers like Jaguar XJ220 and Chuck Rock) are publishing Chuck Rock II: Son of Chuck Rock on the Megadrive. And as you can see from these screenshots, it's looking pretty excellent.

The story tells of Chuck Rock, now the president of Chuck Motors, being kidnapped by his arch business rival Brick Jagger, the dodgy boss of the Datstone Car Company. A ransom slab arrives through the window of the Chuck mansion listing a mound of impossible demands in return for Chuck's safe return.

Chuck Junior, aged only six months, throws himself out of the playpen and armed with only an ungainly club and a pack of nappies, sets off to save his dad in real platform action style. Keep your eyes peeled on future issues for the full review.



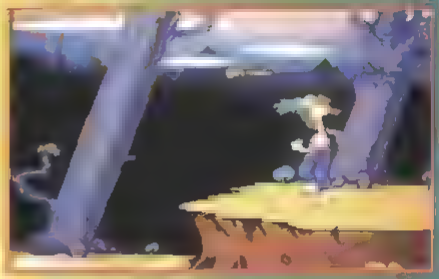
- NEW GAME
- BY CORE DESIGN
- MEGA DRIVE

These tentacles are loaded Chuckie-boy, and he's not afraid to use them!

GIVEN SOME STICK

Basing a game around a common stick seems a baffling concept but Core Design has done it with their upcoming Megadrive game in the form of Bubba 'n Stix.

The game, described by Core as a platform puzzler with a difference, kicks off with delivery van driver Bubba being knocked by aliens who aim to make him an exhibit in a zoo. He manages to escape their clutches but ends up in the universe's equivalent of Bognor Regis. From here he has to find his way back to earth, against all odds, with only a small but magical stick for company. Due out in January, the game is still in its early stages but already it's looking good with lovely cartoon graphics, massive sprites, masses of animation and some really different gameplay. Look out for updates in future issues of MEAN MACHINES SEGA.



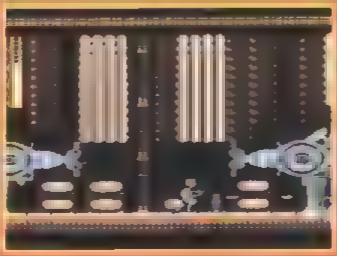
- NEW GAME
- BY CORE DESIGN
- MEGA DRIVE

It's amazing what you can do with a stick – no self-respecting dark tower would be without one.

STAR MASTER

Based on the Star Wars story it's so small, but nevertheless unbelievably big is US Gold with yet another game snapped up for the Game Gear and Master System. You all know the story by now, [illegible] if you don't you should [illegible] so just feast your eyes on these screenshots and keep your eyes peeled for further [illegible].

[illegible] *I'm-so-bored-now-what-can-I-do-I'm-so-bored-now!? Sigh! A hero's work is never done.*



- NEW GAME
- BY US GOLD
- MASTER SYSTEM

ON YER BIKE!

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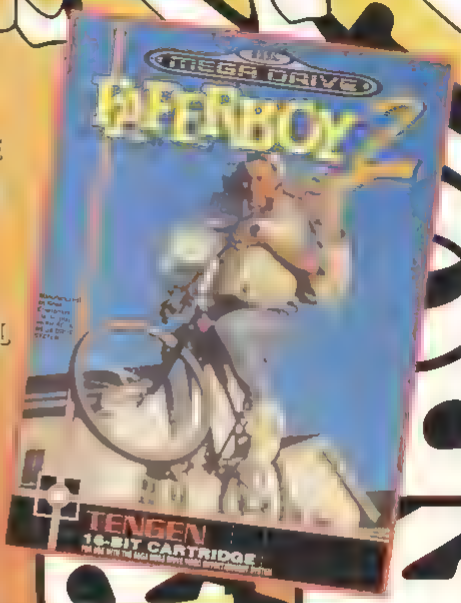
SO GET ON YER BIKE...AND RIDE!



MEGA DRIVE

TENGEN
VIDEO GAMES

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IF YOU THOUGHT DESERT STRIKE WAS A DAY AT THE BEACH, WELCOME TO THE JUNGLE.

The Madman's dead, but he's got a son and

insanity runs [illegible] with Ortega

the murderous dra[illegible]es

still they've got the world by the short and

curlies so put do[illegible]get ready for the

Jungle. The Comanche battle chopper won't be

enough for all [illegible] attack vehi[illegible]

to [illegible], a Stealth

bomber and a Special Forces motorbike. It takes 16

[illegible] on 16 July. It's

going to be unleashed. You'll love the arts.

ELECTRONIC ARTS

16

JUNGLE STRIKE

PREVIEWS

STREET FIGHTER II CHAMPION EDITION

After last month's EXCLUSIVE news spectacular MEAN MACHINES was deluged with calls for more Street Fighter II coverage! Well, as Russell Grant used to say before he got the boot from BBC Breakfast Time "Hold on to your hats — here we go!"

Just to recap on what you most probably already know Street Fighter II Champion Edition is quite a bit different from the original Street Fighter II and the Super NES conversion. First of all, it's a lot faster making for more exciting play and faster combination attacks. Secondly, the character graphics have been significantly altered from the original game. Apparently some people thought that the original character designs were not quite tough enough. This was duly changed for Champion Edition. Ryu has designer stubble, Guile looks meaner and Blanka even more bestial!

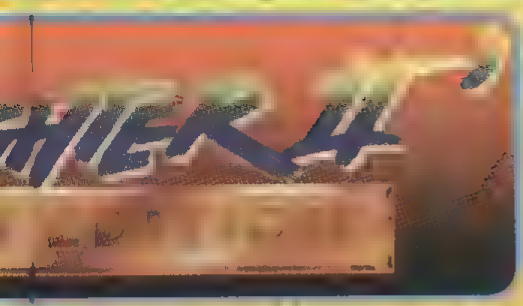
Perhaps the biggest change is the fact that now the player can control every single character in the game — including the final so-called "boss" characters, Bison, Sagat, Balrog and Vega! Also, two players are able to make use of the same characters — so there's now no argument over who's choosing Guile (as what happens when Gary Harrod and Rich team up for their epic office Street Fighter battles).

So, as you can imagine, Street Fighter II's looking jam hot — but now the bad news! It appears that Capcom are STILL arguing over legalities with Sega, meaning that the Sega Street Fighter II fan has to wait even longer before being able to get hold of the game. Apparently, now it looks as though we'll have to wait until August or September until the game is released. Capcom, it seems, are most anxious to release the game at much the same time as the Super NES version of Street Fighter II Turbo. Hyper Fighting. Doh and double doh!

OH JOY!

Arcade fans will know that Street Fighter II uses a massive total of SIX buttons. The top row of three buttons is used for three different strengths of punches. The bottom row produces three different types of kick. Of course, this is going to present some difficulties for the Megadrive's basic three button pad. Capcom have promised to include a three button mode. What they're currently doing is having the three buttons do either punches or kicks, with the START button switching between the two forms of attack. Smart cookies should get hold of the

MEET THE GANG...



forthcoming Sega six button joypad being released simultaneously with Street Fighter II, and also being bundled with the new cheapo Megadrive II. The word on the street is that Capcom may also release their own special stick along the lines of the Capcom Power Fighter currently available for the Super NES.

Street Fighter II: Champion Edition boasts a massive 12 characters to control. Here's the full spiel on the complete cast!

Renowned as the strongest combatant in the entire game, Guile is simply amazing when played by a real master. His combat karate skills are second to none and his range of special moves are stunning.

SONIC BOOM: Firing off a burst of sonic power, this fireball attack can be fired at three speeds (depending on the power of the punch button used to activate it). It takes longer to pull off than Ryu or Ken's cyclone punch but has other advantages.

SOMERSAULT KICK: Also known as the flash or blade kick, this attack cleaves any opponent out of the air (provided that they aren't doing a dragon punch!) Used in combination attacks, it's deadly!

Guile's special moves in action: the sonic boom and the somersault kick!

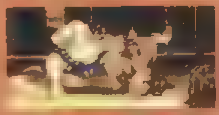
RYU

DRAGON PUNCH: Ryu punches into a powerful [illegible] dragon through his body making him invincible as he [illegible]

CYCLONE PUNCH: Ryu can [illegible] The speed of this fireball depends on the strength of the punch button used when you pull off the special move.

VERSUS MODE

The title screen has a number of options you can use to tailor your play. The basic GAME START option enables you to play Champion Edition much the same way as the coin op. The VERSUS MODE is a different kettle of fish. In this mode you can pick which character you want to play after every round and choose the backdrop on which you want to fight. The computer keeps a track of how many matches each player has won and with each character. The OPTIONS mode is cool if you want infinite time or fancy redefining your controls.



Blanka versus Blanka in the versus mode while Boodo smacks in Zangief!

KEN

identical in almost all respects

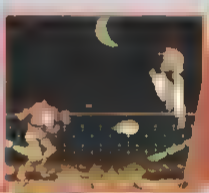
DRAGON PUNCH: This

CYCLONE PUNCH: This tech-

DHALSIM

ndia's rubber man is exceptionally slow and not really very powerful However his throwing technique is excellent and his general limb-warping moves make him an exceptional fighter at long range

YOGA FLAME: Instead of launching a fireball off, Dhalsim produces an exceptional flame that burns everything in the close vicinity badly!



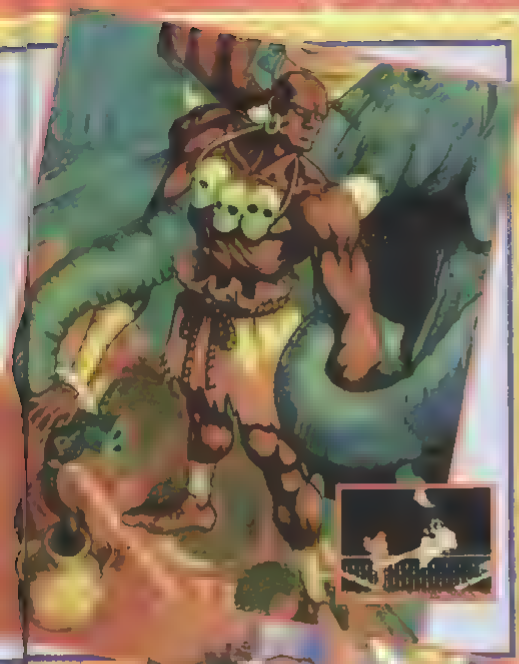
YOGA FIRE: Basically this is much the same as Ryu's cyclone punch However, it does take longer to pull off Used in conjunction with the mid-kick, the 'Fire Trap' manoeuvre is possible. Devastating!

E HONDA

E Honda entered the Street Fighter championship to prove that the sumo techniques can defeat all others Since his childhood Honda has trained himself in order to become the ultimate sumo champion!

SUMO TORPEDO: Defying the laws of gravity Honda flies horizontally towards his opponent, inflicting heavy amounts of damage

HUNDRED HAND SLAP This incredible move enables Hondo to hit his opponents extremely quickly and is activated by repeatedly pressing the punch buttons at speed



BLANKA

CANNONBALL SPIN:

THUNDERSTORM:

CHUNLI

Hailing from the Peoples Republic of China Chun Li is a force to be reckoned with Probably the most devastating fema e fighter in the world, Chun Li has honed her Kung Fu skills to the limits Her speed, coupled with her superior techniques make her a firm favourite among Street Fighter II fans

HUNDRED FOOT KICK: Tapping repeatedly at the kick button activates Chun Li's hundred foot kick If your opponent isn't blocking they're subjected to powerfu multiple hits — ow!

SPINNING BIRD KICK: Becoming a human helicopter Chun Li's spinning bird kick is exceptionally deadly — in the right circumstances However, if you attempt it and your foe is ready, be ready to smacked into next week

ZANGIEF

People who aren't very good at Street Fighter II usually complain that Zangief is slow and rubbish. However his strength is unparalled in the championship. Master his deadly wrestling attacks and you should be unstoppable!

DOUBLE LARIAT: Spinning around at 360 degrees Zangief is all but indestructible except from attacks to the head and legs and hits hard should any fool make contact with those fists.

SPINNING PILEDRIVER More 360 degree-related action as Zangief grabs his opponent, spins 'em around and slams 'em into the ground! This is the most difficult move to pull off in the game and the most devastating effective.

VEGA

Known in Japan as Balrog, the Spanish fighter

Chun Li. An ex-

ROLLING CRYSTAL FLASH:

ZNA DROP:

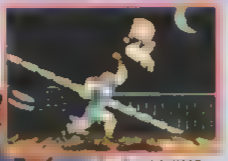
SAGAT

A master of kick boxing Thailand's Sagat was once the Street Fighter champion until Ryu dethroned him in Street Fighter I. Now he's hungry for victory and has learned many new techniques in order to reach the top. In the right hands Sagat is a most devastating bet!

TIGER SHOT: Two types of tiger shot are available, high or low. Varying your fireball height is an important tactic in keeping your opponent off guard.

TIGER UPPERCUT: Activated in the same way as the dragon punch, Sagat's tiger uppercut is very powerful. However, unlike the dragon punch, it's possible to hurt Sagat while he's 'in-flight' as it were.

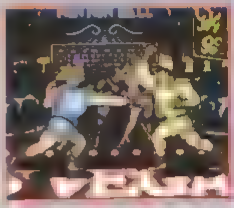
DASHING STRAIGHT PUNCH: Whammo! A straight punch to the chops that's fast to pull off and devastating in action



DASHING STRAIGHT PUNCH: Whammo! A straight punch to the chops that s fast to pull off and devastating in action

BALROG

Known in Japan as M Bison spot the resemblance to Mike Tyson), this boxer is extremely strong. However, the problem s that his technique is limited to boxing, making him vulnerable to long range attacks and such like. Get in close and dispose of your opponent quickly if you're using this guy!



DOUBLE STRENGTH TURNING PUNCH: This requires a second or two to power up, but once unleashed, it's incredibly strong and damages your opponent even if they're blocking

TIGER KNEE. Shooting forward Sagat raises his knee and slams right into his opponent! Very effective indeed and useful in trapping your opponent into the corner

M BISON

He s extremely agile, powerful and versed in the ravishes of Shadaloo Martial Arts. M Bison (also known as Vega)

deadly!

PSYCHO CRUSHER: Bison

opponent. Even if your foe blocks, Bison still inflicts a fair amount of damage.

DOUBLE KNEE JERK: Bison's knees and feet are seven times quicker than the average human, which is revolting on his

time and Bison flies across the screen, pounding away at his opponent before finishing off again — stunning!

COMBO CHAOS

Seasoned Street Fighters are probably well aware of the various combination attacks that several of the characters are able to inflict on their opponents. Just about every combo from the coin op is in the Megadrive version apart from M Bison's (it would seem). Take a look at some of them in action

This attack can be pulled off by either Ryu or Ken. Basically, a mid-power low punch starts off the procedure, which is quickly followed up by a close range dragon punch — a devastating excursion to Shensville, Arizona guaranteed!

A fabbo combo here that can be used by either Ryu or Ken. A flying high-power punch kicks the combo off, followed by another high-power punch once Ken has landed. Followed up by a dragon punch, it's an unbeatable combo

This is quite similar to the Ryu/Ken three-hit combo but far more difficult to pull off. It starts with a flying high-power punch followed by a ground-based one. At the same time, you should be powering up the hundred foot kick to maximise the devastation! Owww!

One of the more basic combinations on offer is Guile's three hit combo. Like a lot of these multiple attacks, it begins with a high-power/flying punch. This is followed up by a ducking mid-punch and finished with a somersault kick. In some situations, this can actually inflict four hits! Crikey

THE MAKIN

Capcom [illegible] many man years' worth of work. We managed to get hold of some exclusive sketches, showing the different ideas that Capcom came up with before they even started [illegible] Street Fighter II and the amazing stuff, only in MEAN MACHINES!

BLUE PRINT: BLANKA

The [illegible] Blanka's original look was far more human and a lot skinner than the final incarnation. Street Fighter looking quite cute the Capcom designers decided to enhance the bestial aspects of Blanka's personality giving him far more [illegible] and [illegible] look was deemed a [illegible] toe, cartoon-like, and for Champion Edition he was made to look even fiercer.

PRELIMINARY VERDICTS

Basically, if you're after a beat 'em up for the Megadrive you won't get much better than this! Street Fighter II Champion Edition is an exceptionally smart conversion and is significantly better than the Super NES version (which we rated last year at 98%). The ability to control the four boss characters really adds to the game and it's a lot speedier than the Super NES conversion. The graphics are great, with only a slight lack of colour and a few missing frames of animation differentiating it from the arcade game. The sound is topper too. The tunes are even more faithful than the Super NES version's and there is a tad more speech (including the "Perfect!" speech if you finish the round without losing any energy). All in all, Megadrive Street Fighter II: Champion Edition is looking – dead smart indeed. Look out for a full review soon.

BONUS ROUNDS

The Megadrive version of Street Fighter II has two bonus rounds to introduce a bit more variety. Unfortunately, due to memory restrictions Street Fighter II on the Megadrive is missing the oil drum bashing stage. However, have no fear, because the car trashing and barrel smashing rounds are as enjoyable as ever!

CAR SMASHING: The Megadrive version of Street Fighter II has the car trashing round successfully reproduced. The basic idea is to lay into the automobile and destroy it as quickly as possible. Masses of bonus points are available if you finish the round with time to spare. In two-player mode, the winner is the player who's amassed the largest amount of bonus points.

OIL DRUM SMASHING: You're caught in the Capcom winery, with barrels falling down left, right and centre (well, not centre actually). Basically smash all 20 barrels and cream in the points! With two players participating, the guy who smashes the most barrels claims the lucrative bonus jackpot.

...G OF STREET FIGHTER II

STREET FIGHTER II: THE NEXT GENERATION

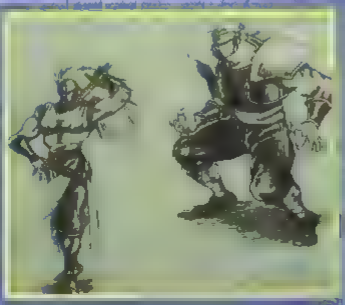
...characters we know in Street Fighter II...

BLUEPRINT: CHUN LI

Capcom aimed to create a female ... world warrior that would instantly ... become a video games icon ... and they succeeded in Chun Li. ... At least, as far as the original ... sketch, Chun Li hasn't changed ... much from her original concep... tion. Described as exotic, ... perhaps here, Chun Li was the ... to be perhaps too exotic in her ori... ginal incarnation. The designer ... moved on to some 'normal' ... designs, including a gun-toting ... heroine complete with trench ... coat and a bomber jacket. ... Finally, Capcom decided on recor... porating ideas from the previous ... sketches. Chun Li regained her ... Chinese outfit, but she was made ... a bit more athletic and the catch ... fly was changed into spiky ... bracelets.

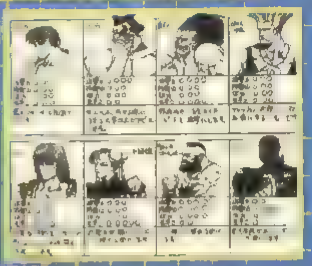
BLUEPRINT: VEGA

...y). Therefore the ... designers went ... back to the ... drawing board ... coming back ... with an ... extraordinary char... acter was looked ... quite similar to ... M Bison. Finally ... Capcom settled ... on the Spanish ... matador look ... just about every... thing about this ... character changed ... apart from the ... face mark.



BLUEPRINT: ANIMATIONS

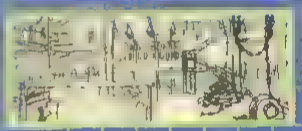
The character designs ... complete, Capcom ... concentrated on each ... of the characters ... strength and weak... nesses. A similar ... design was used on ... the mega Street ... Fighter II trading ... cards we produced ... last year.



BLUEPRINT: BACKDROPS

... the Capcom sketches reveal...

As original sketch of the ... Zangief Russia stage. ... Originally, it was set ... not inside the factory ... being viewed from the ... outside. This was ... dropped for the look we ... all know and love.



BLUEPRINT: ANIMATIONS

Although ... it's not an ... apparent in ... the game, ... Capcom's ... comic boasts ... two initial ... video sequ... ces.

Animation from Ryu's ... dragon punch. This ... shows a low-power ... dragon in action. The ... animation is the same ... for a full dragon punch ... – the only difference ... is the number of ... frames displayed.

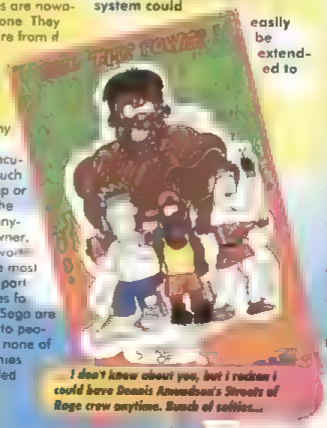
THANKS...

A big thanks to Capcom, without whom we would have been unable to produce this mega Street Fighter II feature. All artwork used in this feature remains the copyright of Capcom of Japan

Let's try some word associations, shall we? Trousers. Bags. Baps. Balloons. Blimps. Flannel. Cheese. Ring. Scraping. Port. Alley. Formidable. Wet. Otter. Slap. Now what springs to mind when I say the phrase 'carrot elephant pants'? Whatever it is, I don't care two figs and a peanut. All I want to do is answer your letters in my own special way, so write in with your points of view, jokes, controversial commentaries - or anything really. Especially your pictures. And send them off to: MY LETTER IS DEFINITELY NOT BORING AND IS CERTAINLY PRINTWORTHY MATERIAL AND MY NOSE ISN'T GETTING LONGER HONEST, YOB'S MAILBAG, MEAN MACHINES SEGA, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

NICK NICK

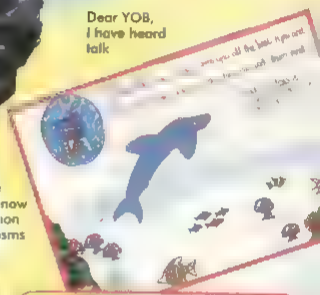
Dear YOB
I'm writing to you as a first step. I acquired my first Megadrive over two years ago. Since then I've bought two more Megadrives and I m soon off to buy a fourth. You may be asking yourself does he sell them, or is he some sad prat who keeps buying faulty Megadrives? Well, how should I put this, I m p*ssed off not p*ssing about. I've had three Megadrives stolen with 27 games altogether (approx £1500). Everyone knows how hot these consoles are nowadays, everyone wants one. They don t care where they're from if they can get them cheaper than in the stores, which makes them a must for burglars.
Understanding this, why then have Sega not developed a form of security for their machine such as a security-coded chip or coded card to render the Megadrive useless to anyone but the original owner, thereby making them worthless to thieves. I'm sure most people would willingly part with a few extra pennies for their peace of mind. If Sega are not willing to succumb to people s wishes, why have none of the accessories companies thought of such a needed device, which I m sure would make them some money. I would like to know your views on this situation and my ideas, any criticisms welcome.
A Cooke, Walsall, West Midlands
YOB:Yamaha recently started Datatagging motorbikes with a security chip that carries a special code unique to that bike which can be detected by police using a simple scanning system. It has been a great success, with only a handful of bikes being stolen out of the 6,000 Datatagged so far. This system could easily be extended to expensive household goods - the only thing is the cost (it's £40.00 to Datatag a bike), but if more people used it, the price would come down. I'm sure that something along those lines will be used in the future, but in the meantime, why not indelibly scratch your name and address onto the bottom of the Megadrive? And don't forget to take out insurance!



I don't know about you, but I reckon I could have Dennis Ammodeus's Streets of Rage crew anytime. Bunch of softies...

HA HA BONK

Dear YOB,
I have heard talk about Sonic 3 being released in November. Now you can't be serious. What are they going to do this time? Have something come on at the beginning with a Zimmer frame then curl up in a corner and start to die? Then Tails would have to go through all the levels and kill the end-of-level boss to get the heart respirator to save Sonic. They could call it Tails Saves the Day. What do you think of that?
Alex J Golledge, Upminster, Middx
YOB:Roll out the big red carpet for Alex J, Upminster's finest citizen. And make sure you roll it right over his head! I've seen more creative things being flushed around my S-bend. By the way, I thought you'd like to know that an anagram of your name is A JELL-LEGGED OX.



▲ *It's about time we had a bit more subtlety from girls. Top marks to Zonic Bonder.*

ZOMBIE BOY

Dear YOB
A couple of weeks ago I was looking for something to do so I picked up a newspaper to read

and what happened to be the subject upon which the front page was dedicated to but computers - how bad they are. The title of the article I was looking at was something like "Computers Turned My Son into a Zombie". At first I thought it was some sort of joke but as I read on I found out that the so-called "zombie" had been hacking into companies and banks, doing them out of thousands of pounds!
The young man had been doing this for years, in fact since about a year after his mother bought him a BBC home computer up until today.
I continued to read only to find out this "zombie" is suffering from a mental disorder and denies himself any social life by locking himself in his darkened bedroom with his lights off 24 hours a day. Maybe he locks himself up because he hasn't got any friends due to his mental disorder, maybe he hacks into companies' records and bank accounts for enjoyment or as a way out of his depression. His mother is a very cruel woman in saying her son is a "zombie" and she is wrong, very wrong, what are your opinions?
Robert McMahon Jr, Yardley Wood, Birmingham
YOB:Well, let's face it, when all's said and done, at the end of the day, he's a bit of a twonk. Anyone who locks himself up in his room 24 hours a day with a BBC computer for company really does need his head testing.

SNAKE CHARMER

Last night was jolly and entertaining, many thonks
Squiggle, East London
YOB: At £10 an inch, that means you owe me £120.

WHAT'S BLUE AND

bag
or
weapee
cushions in

▲ **Is Mr Zed the sender's real name or is he too ashamed of his effort to tell us the truth?**

DOESN'T FIT

Dear YOB
To all those people out there who call themselves scientists, computer epilepsy is a bad name to use. It is called that because old-fashioned people have got something against video games. I'm not writing this to promote video games, as I myself suffer from the allergy they call "computer epilepsy", I have had four epileptic seizures. They have all been caused by flickering computer, or should I say television, screens. All of these screens were being used by computers but that is purely coincidental. Epileptic seizures are not just caused by computer television screens. They can be triggered by sunlight reflecting off metallic surfaces, disco lights, light reflected off water etc. So old-fashioned people with a grudge against video games get your facts right!
Phil Davies, Shrewsbury, Shrops.
YOB:Let's face it, the biggest fits were had by newspaper editors - not genuine epileptics!

I AM A DONUT

Nanoo Nanoo.
Would someone tell me, I'm obviously thick, just what does Sega think it's playing at? I've seen the advert on TV and cannot figure out what a ton of semolina and and a vacuum

NOO

Dear Sir,
Being somewhat stuck out in the sticks I buy 90% of my games mail order. I use Console Connections and for the last four months or so they've sent all my orders return post within two or three days.
Now apart from this seeming like a shameless plug for the company it's because I have also had my hard-earned cash ripped off by another mail order company, so any company that does right by me I'll happily boast about. When I first went to order by mail I opened up the ad pages to be confronted by masses of companies so it's initially a stab in the dark as to who you order from. This is why your Mail Order Seal of Approval is a great idea as it takes away a lot of the anxiety of sending off your forty quid to

Paul

▲ **YOB gets a hire rendition form less artist Chris Shelton.**

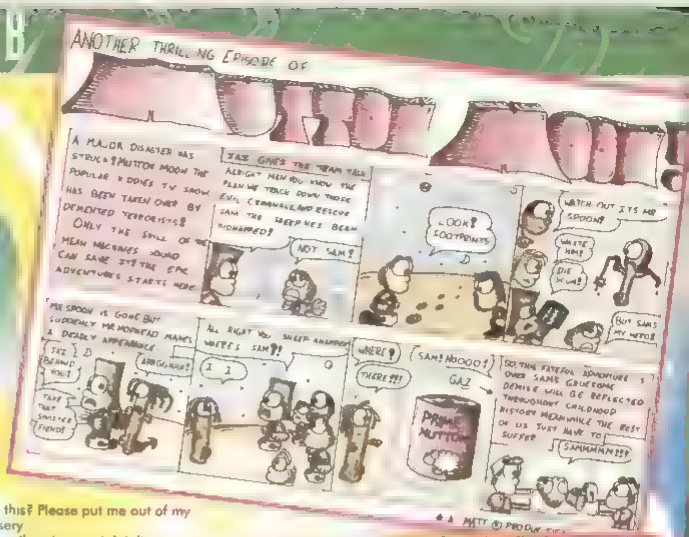
Davies wearing his best Sonic jumping, running, platform-type trousers before his unfortunate gamesplaying mishap?
Cackergibbon!
Mark, No Addressshire
YOB:Oyezi Oyezi Oyezi Calling philistine thicky Mark with no IQ. It's called creative media advertising. Or in Peter and Jane Book 2A language you should be able to understand: look good and make fun on telly.

AND A HEY NONNY

▲ **A treat for those who used to fancy Daphne from Scooby Doo courtesy of Laura Shelton.**

▲ **More malarkey from Milton Keynes finest — Denis smeerdon.**

MEAN YOB


ANOTHER THRILLING EPISODE OF
A MAJOR DISASTER HAS STRUCK PRUTTON MOOR THE POPULAR TV DOGS TV SHOW HAS BEEN TAKEN OVER BY DEMENTED TERRORISTS! ONLY THE SKILL OF THE MEAN MACHINES SQUAD CAN SAVE IT! THE EPIC ADVENTURES START HERE
THE GOES THE TEAM TALK ALRIGHT MEN YOU KNOW THE PLAN WE TRACK DOWN THOSE EVIL CRIMINALS AND RESCUE SAM THE SHEEP! HES BEEN KIDNAPPED!
NOT SAM!?
LOOK! FOOTPRINTS
WATCH OUT IT'S MR SPOON!
WHERE? WHAT? THE SCUM!
BUT SAM'S MY HERO!
MR SPOON IS GONE BUT SUDDENLY MR PODPEAD MAKES A DEADLY APPEARANCE
ALL RIGHT YOU SHEEP-NAPPING WRETCH SAM!?
WHERE?
SAM? NOOOO!
THERE!!!
GAZ
PRIME MUTTON
SO THIS FATEFUL ADVENTURE IS OVER SAM'S GIRLFRIEND DENISE WILL BE REJOICING THROUGHOUT CHILDHOOD HISTORY MEANWHILE THE REST OF US JUST HAVE TO SUFFER
SAMMMMM!!!!
MATTY PRODUCTIONS

▲ Another sterling effort from Matt grandson Hens — keep 'em coming Matty lad.

a company you know nothing about! Lots of mags offer extra pages full of adverts or tips we all know by heart, you're to be congratulated on adding something to your mag that is actually of benefit to your readers. Thankyou, Poland, Kirkcudbright Scotland
YOB:I salute you, and all other citizens of the fine town of Kirkcudbright! May your sporrans forever be full.

RING PEACE

I am a sad, miserable housewife whose only therapy in life is my Megadrive. I am extremely p*ssed off about the Sonic 2 game. It took me a few (loads actually) attempts to get all the Chaos Emeralds, but I got there eventually, so imagine my complete annoyance, frustration and downright p*ssed-off-ness to learn that I was only Super Sonic once I'd got 50 rings, that the rings ran down and that I couldn't be Super Sonic in the Death Egg Zone!
I have seen in a magazine review that Super Sonic was Super Sonic in the Death Egg Zone, and that the number of rings was 99 - how can this be if there are rings on this zone? Do you have a cheat for this? Please put me out of my misery.
Sorry there's no wit, intelligence or controversy in this letter, but at least I haven't said anything horrible about you, like most of the morons that write.
Karen Collier, Leyland, Preston
YOB:This is more Jazza's line, but because you talk dirty, I'll tell you. What you saw was a Game Genie code, but you can do this another way. First of all, collect all the Chaos Emeralds by choosing these tunes on the music select screen: 04, 01, 02, 06. Now go to the title screen and then select music test again and select the tunes in this order: 19, 65, 09 and 17. Go to the title screen and press A and START to pick the level select screen. Now go to the music test screen on the level select screen and choose these tunes: 01, 09, 09, 02, 01, 01, 02, 04.Press A and START to enter the DEBUG mode. Turn Sonic into a ring by pressing the B button until a ring appears and press C to duplicated them loads of times. Turn back into Sonic, pick 'em all up and have fun ..

▲ All complaints should be sent to Alan Moore of Bognobnor...

MR FINGER PAINT BRAINS

Dear MEAN YOB,
I am writing to talk about the percentage given for the reviews of games. For example, in a lesser mag, ie GamesMaster, Sonic 2 got 65% (!), but in your smart mag it got a whopping great sorted 96%. 31% more than in the lesser mag. Who are we to trust? Your great mag, or them?
Casey Beever, Dewsbury, W Yorks
YOB:Why don't you ask a less obvious question, like, Should I take my trousers down before having a cack?

GRADE ZED LETTER

Dear MEAN YOB,
I am the power that is Mr Zed you'll be seeing a lot of me in the MEAN MACHINES SEGA pages. So you think you're mean do you? You're not as mean and evil as I am gameplayer extraordinaire (as opposed to extraordinaire obviously) beat me in combat or perish in the world. If you don't print this letter I will come down to the MEAN MACHINES studios and the voodoo magic man will come from afar. Don't try and look for me 'cause I come from the other side man. I have one question to ask you why am I writing to a character who doesn't exist? Don't say I'm mad men because I have the power!
Mr Zed, The Other Side, Nr Transylvania
YOB:Mr Zed? Don't you mean Mr Zzzzz. You only have the power to blow it out of your behind..

HI-DE-HIGH

Dear MEAN YOB
I heard all this gossip about Sega games and Nintendo games being too high in price. What I want to know is will they be lowered? If so, when? And how much will they cut the price down to?
PS Just because I'm a girl, don't think I'm a wimp and I shouldn't be playing computer games. And I do play fighting games like Streets of Rage and things like that.

▲ Gazy artwork from Eddie Castaway who dedicates to a lad who lives near Andy!!!

HIGH SCORES

Hello luvvers! We been avin' a rare ole' taime ere at the hai scores foarm lately. Oo arr! The ole combine 'arvester ain't what it used to be, oh no and — oo-er, lost trackof what oi be sayin' for a minute there! What's all this then? Oo, 'hoi scores' they be don't they do. Oh eye! Oo arr. Keep sendin' 'em in then, luvvers, and just so's we don't mix 'em up with the pigs, address 'em to 'OI'VE GOT A BRARN NEW COMBOIN 'ARVESTER', HIGH SCORES MEAN MACHINES SEGA, PRIORY COURT 30-32 FARRINGDON LANE LONDON EC1R 3AU

MEGADRIVE

[illegible] 3
5,563,310 Completed on hard without continues
Paul Buter Maidstone, Kent

[illegible] STORM
100, Supreme Ruler in 1-P Duel mode
Dan Towes, Gillingham, Kent

[illegible] RETURNS
54,400
Peter Cathre, Rode Heath, Stoke-on-Trent

[illegible] PUTT
500, 262, Flat Fun mode
Sean Knight, Cuxton, Rochester, Kent

[illegible] BEACH
HALF PIPE
61,100
Darren Jackson, Frome, Somerset
DOUBLE HALF PIPE
78,495
Dan and Ross Towes, Gillingham, Kent
FOOTBAG
2078900 for 39 mins 51 secs
Dan Towes, Gillingham, Kent
DOUBLE FOOTBAG
322,990 Earth gravity
Dan and Ross Towes, Gillingham, Kent
SURFING 9 8 Turbo board
Daniel Gallop, Epping, Essex
SKATING 9,000
Dan Towes, Gillingham, Kent
BMX 134,650
Ross Towes Gillingham, Kent

[illegible] HELL
477, 700
C Bainbridge, St Helens, Merseyside

COLUMNS
23,8768,96
Jozza, MEAN MACHINES

COOLBALL
97,590,800
Andy Eke, Southend, Essex

[illegible] CHAMPIONSHIP
Completed with 12 lives left, none lost
Darrel Gallop, Epping, Essex

[illegible] HEAT
4 780,100
Wesley Edwards, Luton, Bedfordshire

DICK TRACY
365,550, Stage 6A on easy level
Dan Towes Gillingham, Kent
YOU SAD MAN!!!

[illegible] 'S FURY
278 900,000
Wil, Shoeburyness, Essex

DYNAMITE DUKE
886,520 completed normal
The Punster, Norwich Norfolk

ESWAT
182,400
Andrew Pinnock, Bishop's Castle, Shropshire

EVANDER HOLYFIELD'S BOXING
$271 683 640
Karl Likman, Enfield, Middx

FANTASIA
13,124,930, retired at level 3
Dan Towes, Gillingham, Kent

GAIARES
1,722,188, Completed on Very Hard
Karl Barber Redditch, Worcs

[illegible] & [illegible]
310,800 Professional level, completed in 45 minutes with 3 men left
John T Fawcett, Blackhill Consett Co Durham

GOLDEN AXE
277 A+++ Duel mode using Gilius Thunderhead
Dan Towes, Gillingham, Kent

[illegible] KID 2
987 9 Hard
Daniel Gallop Epping Essex

GYNOUG
3 237,580 last level
Alan Gaunt, Birstal, W Yorks

HELLFIRE
1,611,110, completed on easy level
Dan Towes, Gillingham, Kent

HOME ALONE
126,350
Darryl Medcalf, East London.

[illegible] MADDEN '91
237-0 Redskins vs Eagles, five minutes each quarter
Alan Gaunt, Birstall, W Yorks

[illegible] [illegible]
81,957,628 photo supplied
James nadin, Rotheram, Yorks.

MEGALOMANIA
Epoch 6 completed
Gus, MEAN MACHINES

[illegible]
ORIGINAL
1,107,150
Ben Harrison, Tintwistle, Derbyshire
No bonus points for home town
ARCADE
1,407,500
Neil Kendall, Birkenhead Merseyside

MICKEY MOUSE
1,254,700, completed on hard mode
Dan Towes, Gillingham, Kent

[illegible] [illegible]
2,104,100, completed on Normal level
Dan Towes, Gillingham Kent

[illegible] [illegible] '91
Chicago 42, Los Angeles 1 20 minute periods, crowd level of 191
daniel Gallop, Epping, Essex.

OLYMPIC GOLD
Sprinting 10 08 seconds
Hurdles 13 32 seconds
Swimming 1 45 4 minutes
Archery 166 points
Pole Vault 7 meters
Hammer 81 05 meters
The Punster, Norwich, Norfolk

[illegible] [illegible]
TPC at Sawgrass Tournament score 251, 37 under par (62 61, 63, 65)
James Pretty, Hammersmith London

PHANTASY STAR 3
202 515
Adam Gower, Longford Coventry

PHELIOS
1,821,480 completed
Steven Wilson, Llandegfan, Ang esey

PHELIOS 2
1,363,070 Hard level
Wayne Turner, Chelmsford, Essex

QUACKSHOT
1,268,000 completed with 39 lives
Amanda Louise Wylde, Milton Keynes, Bucks
Double-barrelled name — and score!

REVENGE OF SHINOBI
255 200
[illegible] Harrison Kings Lynn Norfolk

[illegible] RACER
£74, 340, 190 completed
Phillip Wiseman and Stephen Court, Southampton

ROAD RASH 2
$100 650,250
Amanda Louise Wylde Milton Keynes, Bucks

ROBOCOD
12 468,200 Completed
Wesley Edwards, Luton, Bedfordshire

[illegible] [illegible]
1 168,300
Adam Gower, Longford, Coventry

[illegible] [illegible]
9,999,990, completed with 6 gems
Dan Towes, Gillingham, Kent

[illegible]
1,284,320 Completed using Sonic
Dan Towes, Gillingham, Kent

[illegible] 2
774 20 Brutal deluxe vs Super Noshwan
Mark Woolf, Milton Keynes

[illegible]
175 000 Nightmare level
Chris Collins, Cheadle, Cheshire

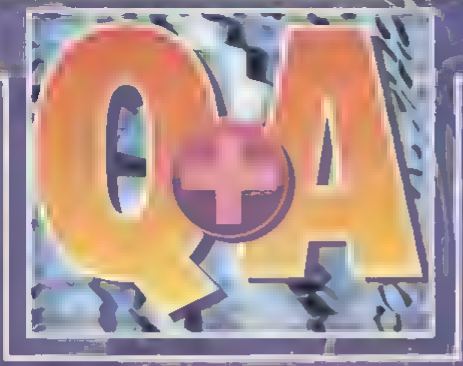
[illegible] OF RAGE
1 800,256
Mark Davies, Bishops Stortford, Herts

[illegible] OF RAGE II
788 010 Hard level
Darryl Medcalf, East London

[illegible] OF [illegible]
2,220,000
James Owens, Exeter, Devon

TAZMANIA
7,437,810
Bart-Martijn Van Der Putt

[illegible] II
3,659,960 normal level
Paul Mckenna, Berks



More fun than leaving a round of egg sandwiches in a Tupperware box in the sun all day. More informative than a monkey with an anagram generator. And more cheese than a backward of mixed potatoes and fun-sized bars, it's Q+A time, when you supply the answers and questions, and Jaz uses his humungous intellect to come up with stunning, never obvious answers. If you've got anything you need to know, send your questions off to: WOULD BEING SENT TO A PENAL COLONY GIVE YOU THE WILLIES Q+A, MEAN MACHINES USER, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON.

CHEESE POLICE

Dear Jaz
Could you please answer the following questions as I am desperate to know the answers:
1. Will there be any other Mega-CD packs apart from the ones already available? If so please tell the games that will come in these packs.
2. Will Street Fighter II and Mortal Kombat come out on the Mega-CD.
3. Will Sonic CD still have Tails?
4. Will there be any Footballl games on the Mega-CD?
Thanks and keep up the good work!
Marc Arnold, Stanmore

JAZ:1. Dunno at the moment but there's plenty of potential there for much pack-based frivolity. 2. Oooooooooo. Both, hopefully, are CD-bound. 3. No, it'll have a hole in the middle. 4. Yes.

CHEESE CHECKER

Dear Jaz
Would you please answer some questions for me.
1. Will Wild West Cowboys be coming out for the Megadrive?
2. If so when?
3. What do you think of it, I think it's brill!
Sad Lad
JAZ: Don't know and don't care. It's cack, Sad Lad, you sad lad.

CHEESE BATTER

Yo Jazzman!
Answer these questions or I'll send my baby sister to your house and she will do a turd in your face...
1. In NMS it said that SF2 is coming out for the NES, is this true?
2. Which is better, Sega or Nintendo?
3. What company has the most games?
4. Will any painting games come out on the Megadrive?
5. Is Rad any good at SF2 and what?
6. Why is your mag's address the same as NMS's?
7. Why has Rad got three jobs?
Zahid Hussain, Swansea
JAZ:1. Write to one at NMS and I might tell you. 2. What, the machines or the company? You see, if you don't specify, I can't answer the question, can I? 3. In their warehouse. In production or on the streets? 4. Art Alive sounds like the one for you. It's cack. 5. Or what. 6. Because we also make NMS. 7. Because he had a rather hot curry the night

CHEESE TAMER

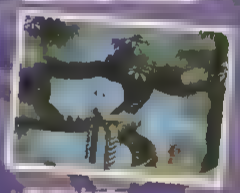
Dear Jaz
I have taken the three flaps off the bottom of my Megadrive and then put it back on again. Please tell me if doing this has any side-effects and what the flaps is there for anyway?
Colin Hounsome, Gamesmead
JAZ:Don't worry. Fiddling with your flap will have no harmful side effects.

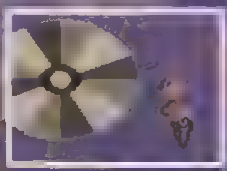
CHEESE TESTER

Dear Jaz
I have some questions about games coming out for the Megadrive.
1. Will Sega be releasing a game like Mario Kart with Sonic, Tails, Mickey and Donald etc?
2. Will Final Fight be coming out for the Megadrive?
3. What's the best game out of Tiny Toons, Flashback, Bubsy or Cool Spot?
4. When's the release for SF2 Championship Edition and will it have all the speed and the moves of the arcades?
John Shanks, Camberley, Surrey
JAZ:1. I doubt it. 2. No - Mega-CD only at the moment. 3. Personally, I'd prefer to play Tiny Toons. 4. Read the magazine, John 'what rhymes with' Shanks.

CHEESE INSPECTORS

Dear Jazza
I am a Megadrive-owning 13-year old and I have a few questions I hope you can answer.
1. If Rainbow Islands is available for the Megadrive, how come none of the shops have it?
2. Will Bubble Bobble or Parasol Stars ever come out for the Megadrive?
3. Is there any combat coin-op ... Captain Commando ev...





come out on the Megadrive. *Gregor Stephen, Dundee, Scotland*
JAZ:1. 'Cos it was only available on import a couple of years ago and is now very rare. 2. No. 3. No. 4.

CHEESE BARONS

Dear Jaz
Please answer these questions.
1. Asterix is available on the MS and I have played it in the arcades. Are there any plans to release it on the MD/Mega-CD?
2. Around Christmas there was an investigation into the high prices of computer games. What were the findings of this report?
3. In America the Mega-CD can be bought for $299, will Sega bring the price down over here.
Paul Wickens, Basingstoke
JAZ:1. Asterix will appear on Megadrive, but there are no plans for a Mega-CD version. 2. It's still going on. 3. Yes - but not for a while.

CHEESE RUSTLERS

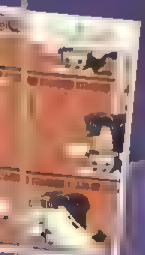
...an intensely fascinating set of Menacer-related screenshots here.

Dear Jaz
I own a Megadrive and a Menacer. Please answer the following questions.
1. Is Terminator any good with the Menacer?
2. Are there any good games coming out for the Menacer. What are they and when will they be released?
3. On shooting games on the Mega-CD will I still be able to use the Menacer?
Mark Powell, Manchester
JAZ:1. Yes. 2. I haven't seen anything really good yet - but we'll keep you posted. 3. Yes.

CHEESE CONDUCTORS

I am sing a rainbow...

Dear Jazz
I am a keen Elvis fan and would like to know if there are any plans for an Elvis game by Sega. I thought it could take a similar form to the Carmen Sandiego games with the player on a hunt around the World for Elvis who, of course, is not dead really. All the clues could be based on Elvis trivia and all the locations could be from his films. I think it would be a good idea, could you please pass this on to people who make [illegible]
[illegible] JAZ:1. It's a [illegible]



CHEESE BANDITS

Dear Jaz
1. In the high scores section of the Feb issue, how come you believe Dan Towes' 9,999,999 score on Sonic but not Luke Thompson's 999,999,999 score on Aliens?
2. Where has Gary Harrod gone?
3. Have any of you completed Ecco yet?
4. Is it possible to subscribe to MEAN MACHINES?
Sittingbourne, Kent
JAZ:1. The proof

CHEESE PACKERS

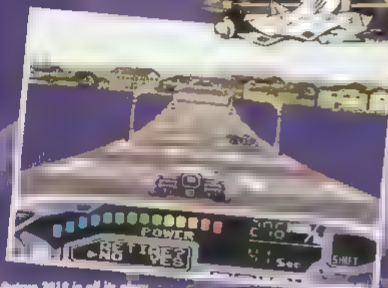
Dear Jaz
I have a few questions that, if you answered them, would make me incredibly, mind blowingly ecstatic.
1. Are there any plans to bring out Road Riot or any of the Final Lap arcade games?
2. Will there be a sequel to F-22 Interceptor?
3. Is the Mega-CD worth getting?
Peter Weber, Solihull, West Midlands
JAZ:1. Road Riot is already available and it's absolute crack. Final Lap isn't scheduled for release. 2. There are no plans at present. 3. Once there are more games available for it, yes.

CHEESE AROUSERS

Dear Jaz
Please answer these questions.
1. On 'Digimex' on teletext it has these phone-in comps you can win a Street Fighter Final Victory version. Is this the Turbo version? If not what is it?
2. Why don't you have a subscription offer with some T-shirts or [illegible]

Q&A

binder?
3. A back issues offer would be good as well.
4. At the CES show did you actually see screen shots of Mortal Kombat? If so what did it look like?
Hinesh Mehta, Coventry
JAZ:1. It's a ye-ha-ha pirate version. 2. Keep watching. 3. Don't hold your breath - we barely have any mags in the office for ourselves! 4. I haven't been yet.



Outrun 2019 in all its glory.

CHEESE CUTTERS

Dear Jaz me wheelie bin
I'm getting a Mega-CD so it would be cool if you could answer these questions for me.
1. Is there any chance of Rad Mobile or Powerdrift coming out on the Mega-CD?
2. I read in Sega Pro that there might be a Guns n' Roses Make My Video. Is this true as I don't trust them.
3. In your preview of Final Fight you said there's a 'naughty' mode on the coin-op. How do you get this to work?
4. I am interested in computer journalism as a career and have sent a review with this letter. Am I wasting my time (be honest)
5. Is Outrun 2019 significantly better than the other Outrun games and will there be an Outrun game on the Mega-CD?
Peter Bailey
JAZ:1. Both Rad Mobile and Power Drift have been slated for cartridge release for ages - but nothing has been seen of them as yet. 2. I haven't heard anything about it yet - I'll keep you posted. 3. Only the arcade operator can switch this on. 4. [illegible] **who sorted the letters this month lost it, so I can't tell you. 5. No and not at the moment.**

CHEESE DETECTOR

Dear Jaz
I am 17 and in my last year at secondary school, please can you answer my questions for me.
1. How do I go about becoming a games tester for any major software company like EA?
2. How do I get companies to produce my ideas for games?
3. Do you want your ideas on games on paper first?
4. I love in Ireland and want to know would this be a problem living so far away from major software companies?
5. I have played computer games since I was eight, first on a Commodore then on an Amstrad. I know what makes a good game and what makes a bad one. Would this be good experience if I was to become a games tester?
6. Do people be fully employed by companies to think up ideas for new games?
Oliver McGettigan, Leamleamna Co Donegal, Ireland
JAZ:1. Write to them with a CV. 2. Write to them with your ideas. 3. Yes. 4. Yes. 5. Obviously. 6. Yes.

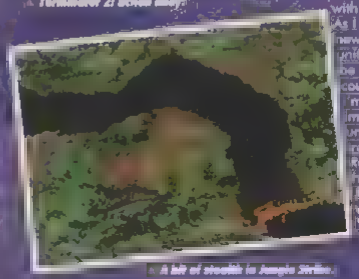
CHEESE FETISHIST

Dear Jaz
I know that everyone else starts their letters off this way and Andy McV is getting a bit brassed off [illegible] each time but... Please answer my questions.
1. Will there be a Mega Io Mania II?
2. My friend says that in Sonic 3 both Sonic and Tails catch a disease and they deteriorate and at the end Sonic and Tails die. Is this true.
3. Is there going to be an Ecco 3?
4. What is the best out of Flashback, T2 or Jungle Strike?
5. Is Populous II any good?
6. In Boots' catalogue I saw a game called the Simpsons. What happened to it? Was it scrapped because it was crap or what?
Andy, Gwent
JAZ:1. There are no plans at present. 2. What absolute bawlocks. 3. Aren't you forgetting Ecco II, or are you working on a special Gwent numerical system? 4. Jungle Strike. 5. No. 6. It's alright.

CHEESE LORD

Dear Jaz
I'm writing to ask if any other readers have had any problems in connecting their Megadrive to their Mega-CD. I purchased my Mega-CD on the 2nd of April after seeing your promotional video and being given a demo in a shop - I was very impressed. I rushed home and set up the units as instructed. I turned on the Megadrive but the Mega-CD showed no sign of life. After having it tested at a friend's house where it worked I tried again, but to no avail!! I returned my Megadrive and was given a brand-new one, but the same problem occurred. I have now ended up swapping my new Megadrive for my friend's unit in order to use my Mega-CD. All [illegible] questions have been answered but it has taken three Megadrives to get the thing to work! Am I just very unlucky or is there a problem with Sega's designs? As I understand a newer design has the units connection to be a horizontal one, could this be why?
I'm still very impressed with the unit, despite all the trouble I've had.
Ross Stillfant, Helmsworthy, Devon
JAZ:What a weird problem. You should have really contacted Sega about this.

Terminator 2: action okay!



A bit of stealth in Jungle Strike.

IT'S MEAN, IT'S TOUGH, IT'S BELOW THE BELT.

Welcome to the world of...

In the pit it's *mean*, it's *tough* and it's no place for the fainthearted. Take on all comers - The fighting is *below the belt* and rules don't exist. Survival and the *prize money* are all that matter. This is the world of the Pitfighter! It's what the Master System has been waiting for!

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TIPS

Hey! Right, like, er settle down okay? Yeah, hi. Hi. Yeah, call me Mike, I think we're all mature enough to use first names here. Okay, yeah, well I'm afraid Tips Vicar couldn't make it today, he said something about having to bury some bloke, so I'm your like, stand-in. Don't think of me as a replacement, right, 'cause no one can replace any other human's port in your life, right? But anyway, what were we doing? Oh right, the June Tips Section. Yeah, well I normally do April Tips, but I'll do my best. Don't forget you can win a software prize if your tips are good enough, but remember, monetary incentive is just the weapon of the crypto-fascist power junkies, right? Hey — and I bet you hate the police, right? Anyway, if you'd like to help your fellow games students, send your tips to PLANT A TREE IN MY NAME INSTEAD OF GIVING ME A PRIZE PLEASE TIPS SECTION, MEAN MACHINES SEGA, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

ROAD RASH II

Hey, I remember when I used to go skateboarding when I was a kid, right, and we had to wear all these pads and stuff to stop us getting road rash. It was really bad, because our ridiculous flared trousers and flipper ties were more than enough to protect us. But, right, skaters are still getting a raw deal off the state, yeh? I mean, you're not allowed to skate stupidly fast in crowded shopping precincts and pedestrianised areas or flip your "deck" off old people's cars or anything. Next they'll be outlawing wearing trainers on a Sunday, [illegible] ha. Well, still, right, Tim Trucklebuck, who hasn't sent us his address, has sent us a magic password [illegible]

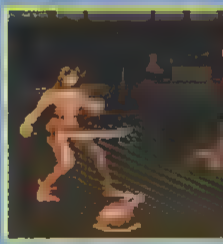
0JZ342EG[illegible]19A

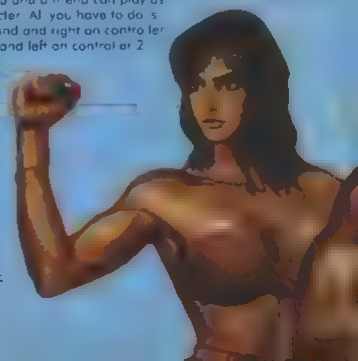
P029B610DM120DX

STREET OF RAGE

Hey, what kind of music do you kids listen to? Hey I'm just asking for a bit of "feedback" right, so don't think I come down heavy if you like Ice Bucket or Cascade or Metallhrax or one of those other "grunge" bands right? Hey I like the Moronic Street Poachers myself. Anyway Stephen Fynn of Sapcote Leicestershire is a bit of a "techno" fan and he's found that if you go to the options screen and listen to tunes 01 02 08, 09 13 17 18 19 21 or 25 through headphones (hey ever considerate to those in the same room there Steve) you find some of the tunes aren't in the game, and others have got some ace stuff added to them or so he says. Hey get down you groovy cats!

Actually on the subject of Streets of Rage 2, Ed "Pink Floyd" Lomas of Rochester, Kent, hey hang on isn't that where they film the Darling Buds of May? Oh it's really nice around there, fields and oh fields and stuff. And I bet a lot of you lads fancy that Catherine Zeta-Jorkin Zeta Douglas Boy don't you? Hey it's okay I was the same at your age you know. Anyway Ed, hey Ed, did you say Pink Floyd? I think they're sooo goood, have you got that album they did, do you remember that? It had like all those songs on it. That was just brilliant. Anyway right I'd better get on with it or I'm gonna get shouted at so like Ed reckons both you and a friend can play as the same character. All you have to do is hold DOWN B and and right on controller one and also A and left on controller 2. Keep them held down and press C on both two. Keep everything held down and when the first OPTION screen appears, let go. Choose a two-player game and you should both be able to select the same character.





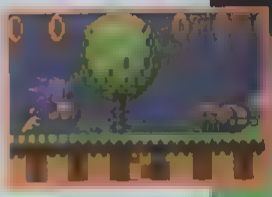
STARFLIGHT

Hey, right, did I ever tell you about those astronauts I was at poly with? They were really good blokes, right. They used to make this herbal tea and then sit and talk about space for ages, kind of staring out of the window like they wanted to go back there some day. I think that was a pretty poignant sort of occurrence, you know? But they kind of got thrown out when one of them painted his backside blue and starting walking around the rooftops talking to himself. Space Fever I should imagine. Anyway, if you've got Starflight, which is all about astronauts as it happens, and you want to get ten million monetary units and unlimited fuel all you have to do is go to Starport, pause the game and press A, B, B, A, C, UP, DOWN and C. Thanks to our lunar pal Tim Van Holder from Mechelen in Belgium.

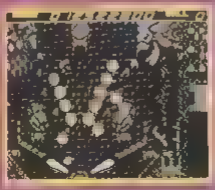
ROLO TO THE RESCUE

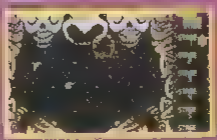
Hey, this is a really touching game, actually. Like, all these elephants are being wiped out by the destruction of the rainforests and that big hole in the ozone, right, but this baby elephant still finds time to help out other endangered species like rabbits, squirrels. Right, I remember when there were loads of squirrels and rabbits and cows and stuff in all the fields, but now, it's just grass and animals. It's terrible. Hey — but I sound like your grandad here, right? Anyway, if you'd like to save the environment or whatnot and, Mr Nanarama has a great cheat for Rolo. It opens up the whole game, gives Rolo infinite lives and also makes him invulnerable. A bit like that Game Genie code we gave out last month, but it doesn't need a Game Genie. Anyway, if you want to know how to do it, just press and hold UP/LEFT, A and C. Now, you never know, just keep holding the buttons for about five seconds, then press A. A special options screen should now make itself apparent. Hey, great strategies you never have to give anyone your last Rolo! Oh, he he, that was a good one.

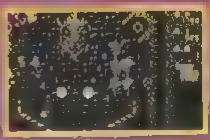
SONIC THE HEDGEHOG

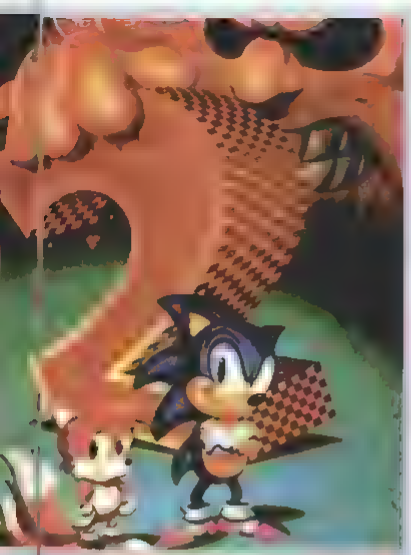


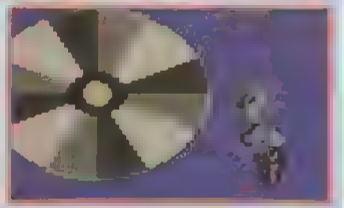
Hey that reminds me, do you like my new T-shirt? It's a pretty good picture of Sonic isn't it? Look at him with his necklaces and that groovy haircut and beard. Oh, yeah, well Tomkins, I knew it was a Mr T out of the A-Team shirt, you know, that was just my little joke, you know, anyway, get back to your tips, right? You're not here to enjoy yourself — although that's all the fault of 'The Powers That Be', right, that's why I try and fight it from within, right? Hey, rock 'n' roll! Anyway, Brian Doyle of Fairview, Dublin has a pretty good sounding cheat to turn yourself into Super Tails! First off go to the options screen and listen to tunes 19, 65, 09, 17 on the sound test, upon which you should hear a ping noise. Now wait for the title screen and press A and START for the level select. Once you're there go down to the sound test and enter 04, 01, 02, 06 followed by 01, 09, 09, 02, 01, 01, 02, 04 (the Debug cheat). Before you choose your level hold DOWN A and START. Now turn into a ring and create 50 of them, jump in the air and you'll turn into Super Sonic. Now turn into a teleportation box and press C. Break it open and then both Sonic and Tails become superpowered. Also, once you've done this turn Sonic into one of Robotnik's creations and keep on pressing button C to boost your lives meter!

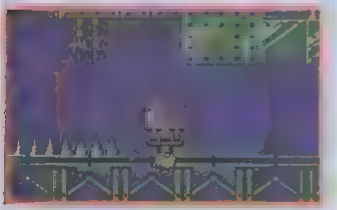


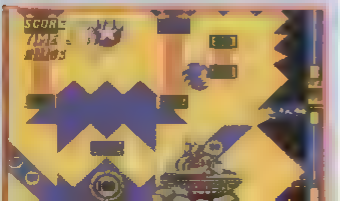




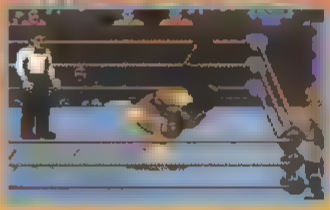






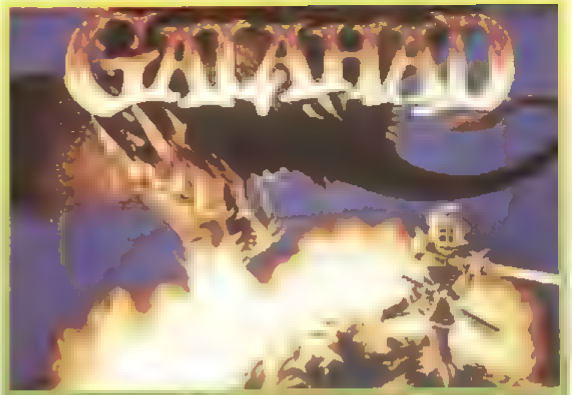


WWF, hey. Wrestling's pretty trendy right now isn't it? It's like those Adolescent Radioactive Black-Belt Hamsters. They're pretty "with it" too. Actually I've seen that cartoon with those mutated things in, and I just think it's sooo funny the way they keep on eating kebabs and stuff before they go out and beat up the baddies. And it's really well researched too like when that Picasso one had to stop that giant computer robot and he just like reversed the polarity and short circuited it that was really clever. I mean they must have a scientist on to show them how to do that and then they had to animate it and everything. God I don't know where they get the inspiration from. So anyway what were we talking about? Oh yeah that's right, mutant animals. No wrestling that's it. Anyway if you're a wrestling fan and hey I am a bit myself I've just been watching the major league Big Daddy versus Giant Haystacks match on Sky S Sky and it was so exciting. But anyway there's this cheat right that Adrian Holliday hey wasn't that that Haircut 86 song? sent in. First of all, get out of the ring and wait for your computer opponent to follow you. Now get back into the ring and climb up onto the turnbuckle. When your opponent gets back in the ring press DOWN/RIGHT and the A and B buttons. When your opponent starts to back off your wrestler will pounce and always always land on his foe. Repeat this process until your rival's energy is completely drained and then pin him for an easy victory. Although hey right this is only a game right? And you've got to make sure you work for your victories in life yeah?



NHLPA HOCKEY '93

Hey, that was that line in that Sex Pistols song, right? Oh, maybe you're a bit young for that, but it was, right. Well, not quite, but it was a pretty good play on words. It would have been pretty funny if you'd got it. Anyway, I'd better stop faffing about and get on with it, right? Time waits for no man and so on, yeh? I mean, we're not getting any younger. Ha! Ha. Ha ha. Yes, well look Basher, I'll "get the @*&% on with it" in my own time, right? And look, right, I'm not gonna come down heavy on you, but like, do your parents know you use language like that? And do they let you smoke cigars at home? But anyway, if you want to do well in the playoffs in this game but you keep losing, simply wait until the EXIT GAME option comes up and press the RESET button. You should now continue from where you left off. But remember, ice hockey is a barbaric sport.



Listen up all you Megadrive owners!" proclaims Shane from Northernmoor, Manchester. Hey Shane, that's a pretty confrontational attitude. You should just chill out a bit, yeah? Just relax, don't get so het up, right? I'm sure plenty of Megadrive owners will listen up" when they see how good your Galahad tips is. You know, it's just like Sotre said. "Hey man, be cool," and I think that's a sentiment we can all learn from, yeah? But the tip, right, runs like this: if you enter LTUS on the OPTIONS screen all you get is nine lives, and if you press buttons A, B and C at any time during play you'll skip to the next level. Hey, hang on a minute, that tip was in my last Tips Section! Get the heck out of here, copying tips is so really heavy thing, right, and don't think I don't notice. Get to the shark out of the Game Genie Hotline's office right now, okay? Go on, right now.

MUHAMMAD ALI'S HEAVYWEIGHT BOXING

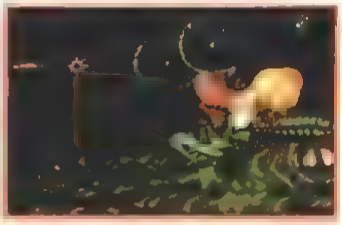
Hey — "if the mountain won't go to Muhammad, then Muhammad must go to the mountain", yeh? What's that, Perkins? What does it mean? Well, you know, it's like, if you can't fit something really heavy then you should get more exercise and climb hills, yeah? Well, anyway, this game about the famous prophet's ascendancy to the top boxing title has one of those ace password systems that usually have a couple of gear cheats in them. Like this one from Peter Brodie from Cronulla, New South Wales in Australia. Hey Australia, right? Yeh. I bet you don't give a XXXX for any other tips section! Ha ha. Ha ha. Anyway, Pete, hey we're all on equal terms here, you know, says that entering the code H070007Z has some weird effects. You'll find yourself playing as Muhammad Ali with a ranking of one, but with no wins or losses to your name. Your opponent is called Ali Muhammad, and he

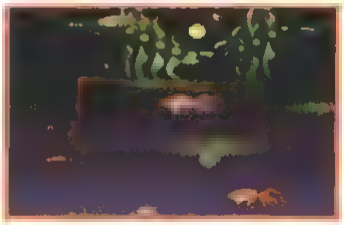
SWORD OF VERMILLION

Hey, wasn't that that old progressive rock album? It was like this concept record where all the songs told the story of this silly dancing Ork who used to entertain the Dragon King of Quithrannackaaaaa... It was reaaaaally goood actually. Oh no, that was Swiss Army Knife of Mauve wasn't it? Or was it Tin Opener? Sword of Vermillion is that Megadrive RPG from years back isn't it? It's really excellent though, probably still the best role playing game on the console. Apart from Altered Beast, that is. It was pretty hard I seem to remember, although I don't know if I ever played it. But still. Thomas Howell of Leeds has a tip to make the going a bit easier for like, if you're a bit thick and you can't complete it on your own. But hey – we're not going to judge anyone here. Being thick isn't a crime, you know. Hey, you might not believe it, but I was thick once, you know, and it never did me any harm, yeh? Oh, but the tip, right? Well, on the title screen, plug the controller in port 2 and press A, B, C and START together for a pack of really good options. Yeh, hey, nice one, Thomas.

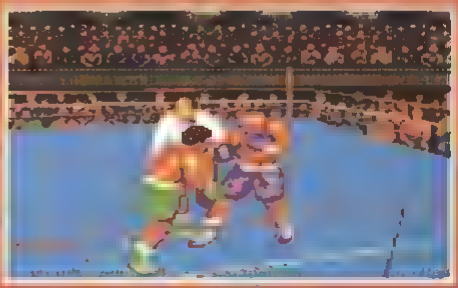
BIOHAZARD BATTLE

Tim Van Holder from Belgium is back again with a smart tip for this really good game. Hey, Belgium? I bet you just eat chocolate until you're sick, don't you? Hey, don't worry about it, I was the same as you when I was Belgian. He says that if you press and hold C on title screen, rotate the joypad to the right, and finally press START a level select makes itself apparent. But like, the biggest Biohazard Battle is the one the whale has to fight against man dumping ozone pollutants in the rainforest. And Nelson Mandela.





looks just like your boxer but with white eyebrows, a white moustache and white gloves and shorts. Hey, that's a powerful political juxtaposition, right? And despite the fact he looks like past it, he's the hardest boxer ever. And you know, I think there's a lesson in there for all of us. Somewhere.



DEADLY MOVES

MASTER SYSTEM

WANTED

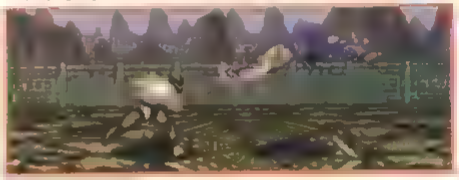
Hey, this is a real classic game. Well, it's really old anyway. And cars get called classics when they get really old, so there you go. If you want a level select on this old master, just pause the game on the difficulty selection screen, shoot the double exclamation marks, unpause the game and then shoot them again and voila! One level select.

Oh yes. Oh, maybe I'm just running out of ideas. Well, right I did go on an 18-30 holiday with this alien once, yes Jenkinsonthorpethwaite, they did have 18-30 holidays back then, it wasn't the dark ages okay? But anyway, this alien had this great trick he used to do right, he extend his mandibles and drink someone else's beer, right and then when they turned around to reprimand him, he'd spit acid in their face and rip their heart out! Oh, he was such a card. A bit like Alex Doehler, who is responsible not only for this tip but for the Wanted one above, so double thanks go to him, right? Anyway, if you want to start the game with some extra ammunition, go to the CONFIG screen and choose two-player mode. Get killed, go back to the CONFIG screen, select one-player and then continue. Hey presto — extra bullets!

You know Neil Foster and Richard Shilson from Keyham near Plymouth in Devon are really quick on the uptake. This game's hardly been out and they've already sent in a great tip for it. Rapidityness, that's gonna be today's word, right. Let's write that one on the blackboard. Hey, tell you what, Neil and Ricky, why don't you write it yourselves, as, like, reward for your efforts. Yeah, whatever you say, maybe I'll just write it myself. Anyway, if you're struggling in this fighting game, and hey, don't think I don't know what it's like to have sand kicked in your face, then just enter the code

EVV99P2AQ7

and you'll find yourself confronting the last opponent. Mind you, if you were having trouble up to then, you haven't really got much of a hope against him, have you? But hey — don't let them get you down, just keep trying, right?



HOW TO COMPLETELY KNACKER YOUR MEGADRIVE IN ONE EASY LESSON — LESSON TWO

Right, if you want to ruin your console and invalidate your warranty but you didn't manage to do it using last month's great tip. James Wilson, aged old enough to know better from St Albans, Herts, has a great, and utterly pointless way disguised as an infinite lives cheat for the original Streets of Rage. First insert the World of Illusion cart (not supplied), reset the console when the music starts and immediately rip the cartridge out of the slot – the blue Sega logo should be on screen). Now insert the Streets of Rage cartridge and press RESET. Go to the options screen, there should be a load of jumbled up letters next to the controls. Leave it like this and your controls should be A for attack, B for special attack and C for jump. When you start the game you should now have infinite lives. If this doesn't work the first time try again until your Megadrive is completely worthless. Um, hey, like, don't try this at home kids, yeah? Anyway, as I was saying about this Vulcan I went backpacking with, he said "Strange, this Earth humour" etc etc etc

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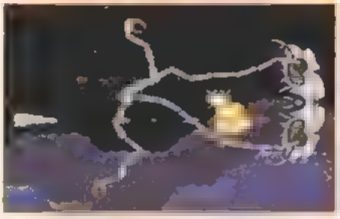
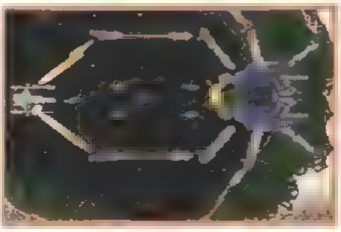
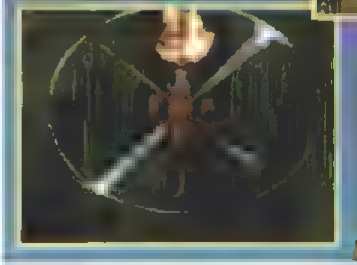
SOL FEACE

Hey hey! Ed Lomas returns with no really cool cheat for Sol Feace or Sol Faces as we used to call it at Uni, god we were so wicked back then. I remember this time when we all sat in a lecture and took it in turns to hum so the lecturer couldn't tell who was doing it. God, we thought we'd drive him mad in the end. Except he totally ignored us for some reason and used to just keep on and on about sociology and stuff. So, right, Ed has this tip right. He says on the title screen (where it says Press START) you should press buttons A, B, C, A, B, C, B, A in that order. You should now hear a noise which tells you that you've got it right. Now press START and enter the CONFIG mode, and at the bottom there should now be two new options — START and MODE. You can choose your starting level using the START option, and if you highlight MODE and press RIGHT until MY99 appears you now have 99 lives too. Also, once the cheat mode is in operation you can play in slow motion just by pausing the game and repeatedly hitting the fire button (although an autofire makes this easier). And that's not all, you also have the option to skip levels by pressing A, B and C together whilst playing. That's a really good tip Ed hey, don't look embarrassed right, it's not like the rest of the group will think you're a girly swot and pick on you after the Tips Section you know.



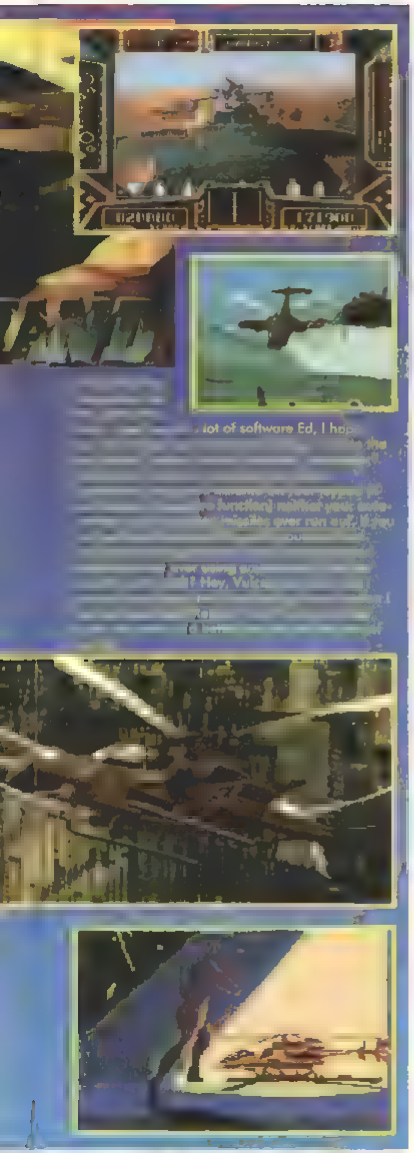


Crikey, that tale reminds me of the time I went to India, ah, hang on, it might have been Portugal. No, I've never been to Portugal. Or India, actually. No, it was the time my mum and dad took me to the fair when I was kid. Anyway, right, there was this, like, snakecharmer bloke called Larry the Faker, right, and he used to charm snakes. But the amazing thing was, right — they were dead! Right, he used to put this little hose up the bottom of snakes and on his Cobra Command he he he used to suck a snake out and make it wiggle about. It was amazing, I'm telling you, and I found out how he got his name — all the guidance used to shout "you absolute faker" at him. Anyway, right, back to the games. Their already Tim Yan Holder has sent in yet another pineapple tip, right, for a level select and sound mode on Cobra Command. First off, go to the CONFIG mode. Now press DOWN, LEFT, RIGHT (yeah which you'll hear an explosion), RIGHT again and UP, when you hear a second explosion. The first one signifies the TRAINING Mode (a level select) is activated, and the second means the DEBUG mode is loaded. On the screen saying New Game, Player 1 and Player 2, use the Left and Right on the control pad to select your starting level. Press START during play to skip to the end of the level and hold down A, B and C for the DEBUG Pause (hopefully all of these instructions will make sense to you). If debug mode is activated, the screen will pause. A, B and C again to turn it off.



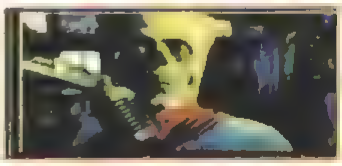
EARNEST EVANS

That's a bit like the old proverb, isn't it — "Earnesty is the Best Policy". Hat Ho. Ha ha. Anyway, time's marching on, so here's the tip. Pause the game on any level and press UP, A, DOWN, B, LEFT, A, RIGHT and B. You should now notice that you've skipped to the next stage. And remember, there's nothing wrong with skipping, right? Men should explore their feminine side more often and skip and do sewing and that. It's really good for the psyche, yeah? Oh by the way, uninhibited New Man Dean Wilson from Skellingthorpe, Lincoln sent that in.

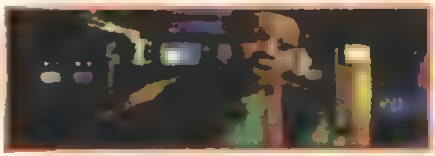


Actually, I've just thought of a really good pun on your name Tim. What do you do for a living, right? I bet you're a Van Holder. Yeah, well you had to be there I suppose. Anyway Tim Van Holder, see Van Holder, right, get it? Has a wack cheat for this early Mega-CD game. Actually there's another thing, have you seen those adverts for the Mega CD in that comic Vids? I thought it was a guide to rental films, but it turns out it's this reeeally controversial comic and it has all these rude words in and stuff. Oh I nearly died laughing, right, there's this character called Dennis the Menace right and he goes round firing pea shooters at this soft kid right, oh it's hilarious. Although of course there's nothing wrong with being soft, right? It just means you're more sensitive. Anyway Tim has this cheat right. What you have to do is go to the name entry option and enter the following three names. BIGNET, AZY and MUTEKI. When you start operation BHA and choose BIGNET pressing START on pad 2 causes your opponent to crumble to the ground defeated. Choosing MUTEKI and pressing START on pad 2 makes you invincible, and repeating the procedure with AZY teleports you to a hidden Breakout type game called Black Ball Assault. Hey, what a hep cat!

KRIS KROSS
MAKE MY VIDEO

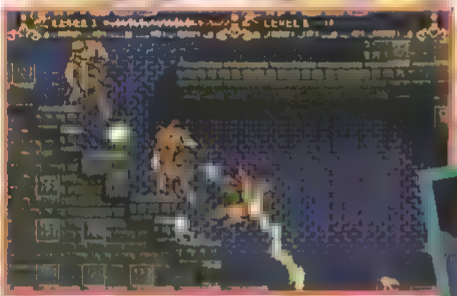


Actually, I met Kris Kross once they were great kids. Well, I saw their video on MTV anyway. Have any of you kids heard of MTV? It's like this popular music TV station that they make in space and it's got all these bands on and stuff, and it's reeeally cool. Anyway, right, you can mess about with some of these pre-recorded videos by Kris Kross, like Warm the Bus, that really famous one, and now, thanks to Belgium's Tim Van Holder you can also see some archive footage from the making of the game! Just press A, B, C and RIGHT when you're on the caller screen to access the little film and just press START at any time during this to see even more hidden footage!



BUDGET BO

Much has been said of the high price of console games. However, in a master stroke, Sega have appeased the critics by re-releasing some of their older titles at budget prices — the average price for an ex-£40.00 Megadrive game coming down to a mega reasonable £19.99! Here's the definitive MEAN MACHINES guide to the pick of the crop.



ALISIA DRAGOON

This simple story of one girl and her pet dragons received top reviews when it debuted last year, but presumably didn't sell very well, which is why it's now out on budget.

Alisia travels through a series of monster-populated caverns blasting away at the local wildlife with the lightening bolts she produces from her hands. It may not sound like the most wondrous of games, but there's plenty of action, hidden levels and varied tactics involving the different lizards. Combine this with nice graphics and excellent sound effects and you're onto a real winner.

It was worth buying first time around and is well worth checking out now it's on budget.

OVERALL 88%

Alisia feeds her favourite dragon its lunchime treat of candyfloss.

CALIFORNIA GAMES

With an utter lack of decent sports games on the Megadrive, this game went down very well when it was launched. There's a myriad of typically brainless Californian pastimes for you to partake in, ranging from trying to keep a foot bag airborne by flicking it off your various appendages, to surfing off of Venice Beach.

Some of the events such as roller skating are weak compared to the more action packed sports, but in the end the game emerges favourably and is well worth a look at the new price.

There's room for four players and once you can complete each event you can always go back and try to better your own scores. A tad pricey first time out but well worth the cash at the new budget price.

OVERALL 84%

▲ Phwoar, look at the lovely shape of that... surfboard.

DICK TRACY

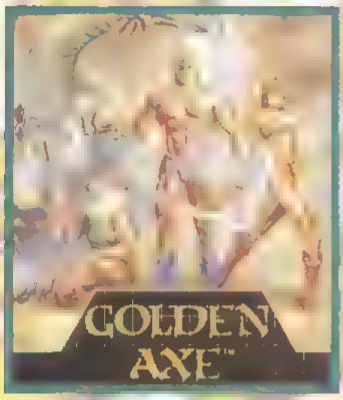
Despite being on the wrong side of ancient, Dick Tracy is still an extremely respectable game. Take control of Dick himself and bring justice to the streets by machine gunning anyone who gets in your way or smashing them about with Dick's fists.

The graphics are garishly coloured in the style of the film, with plenty of icky yellows and greens. This colour scheme doesn't work particularly well, but the quality sprites compensate slightly for this.

There are better games out there in the scrolling genre but if you fancy a change and want to play a film licence that's actually some cop, you could do a lot worse than this.

OVERALL 77%

...NANZA!



▲ *Little known fact No. One. Gary Barrod was the inspiration for the guy in this picture. The one with the beard!*

GOLDEN AXE

After surviving the birth of its rather dubious sequel, which has also been re eased on budget Golden Axe is still going strong

You and a mate take control of either a dwarf barbarian or sword-toting bikini-belle as you attempt to rid a fantasy world of its evil dictator — the twisted Death Adder. The characters have a decent amount of hack 'n' slash moves which can be tried out on the multitude of orcs and other scaly creatures from the darkside which assa l them

Don t even consider checking out Golden Axe 2 Th s is for better, if a little dated now Worth the ask ng price if you haven t got it already

OVERALL 85%

MERCS

For sheer cha lenge there s not much on the Megadrive to match th s Converted from the coin-op of the same name, your mission s to guide your super-hard soldier through enemy lines trounc ing everything and everyone you encounter

The gameplay is superb, with scrol ing arcade action that's a most identical to the original monster Capcom coin-op! The icing on the cake is a second game mode w th different levels and a different system of power-ups which force you to use a completely different strategy

Once of the best action games on the Megadrive and a very we come add t on to the budget range

OVERALL 86%

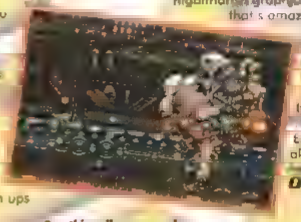
GYNOUG

Th s s a peculiar shoot 'em up in that you don't pilot of space ship or similar death-dealing device instead you contro a rather wimp sh, winged cloppy [illegible] the ability to [illegible] energy bolts from h s shield

Although the ma n sprite is rad on the sad side [illegible] as one of the greatest shoot 'em ups yet re eased for the Megadrive The graphics are tr ly awesome, with some fabby nightmarish graphics and stomping sound that s amazing when p ayed through the stereo

Along with the likes [illegible] Gynoug is a classic Megadrive scro ly shooter and at the [illegible] ESSENTIAL purchase for all self-respecting [illegible]

OVERALL 93%



Ban this evil game now!

▲ *Sorry Gary, only kidding honest!*

RAMBO III

Although the character is about as fashionable as a pair of sequinned flares, the game is still a strong Sega release. In true Rambo tradition you're called upon to free American prisoners of war by single-handedly taking on the Afghanistan army.

Even though the potential was there to create an incredibly dull shoot 'em up, Sega actually managed to produce a surprisingly addictive and varied action game. Cutting a swathe of death through the enemy lines is excellent fun as soldiers come thick and fast and there are several excellent weapons at your disposal.

Not everyone's cup of char, but for sheer mindless violence there's not much to top it.

OVERALL 83%

I'm sorry, I can't really tell what's going on in this one.

Hey, I'll have a kebab with large chips, diet Coke, bacon roll, two Scotch eggs and a samosa

Did you know that not only does he have spider powers but he eats his young too!!!

SPIDER-MAN

Yoiks! Old webhead's enemies have banded together under the leadership of the Kingpin to deal with arachnid one once and for all. To make things worse they've also kidnapped his girlfriend Mary Jane and are threatening to drop her into a vat of sulphuric acid. With only few hours to save her and put the villains behind bars, this game has to be played at a frantic pace.

Spider Man throws together loads of different elements and takes your joypad skills every step of the way. The graphics are a little ropey in places but the bosses and many of the nebulous enemy sprites are excellent.

Even though it's a couple of years old now, this is still one of the better platform games on the Megadrive.

OVERALL 87%

REVENGE OF SHINOBI

Converted from the coin-op of the same name, this was one of the top Megadrive games, way before the advent of Sonic — and even now remains the best ninja game for the Megadrive.

You control an utterly hard ninja warrior who's armed with a multitude of razor-sharp shurikens and an equally vicious sword. Hazards abound as he fares burning landscapes, dangerous factories and a horde of ninja hating soldiers.

This is still a totally fab game after all this time, and one which should have a place in everyone's collection. A special mention must go to the music. Although this is one of the oldest Megadrive games, the tunes still rank as some of the funkiest the Megadrive has ever produced. Get this game NOW!

OVERALL 94%

LOOKBACK IN ANGER

Two more of the games in the budget list are gratuitously re-reviewed in the LOOKBACK section of MEAN MACHINES. They are 3D Blockout (which is extremely skilful and definitely worth getting), and Wrestle War (that's okay, but waaaaay too easy!). Check out page 104 for more detail.

Zero Wing and two young friends visit a pink chum. Probably.

ZERO WING

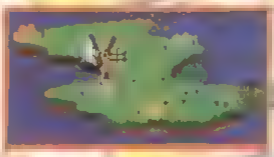
From the makers of Hellfire comes Zero Wing, a fabulous looking and sounding shoot 'em up. Basically, more enemy marauders from space have launched towards Earth and it's your job to blast them all in your Zero Wing fighter.

Although it's getting on a bit, this is still a rather smart shooter with some intriguing ideas. It's not quite in the same league as Gynoug or Hellfire, but for shoot 'em up fans, it's an essential purchase!

OVERALL 88%

THE WORKS

Blimey. It's the cover of Toe Jam and Earl! Yawn.



TOE JAM AND EARL

When it comes to weirdness this game goes home with all the awards. Toe Jam and Earl are two wandering space dudes who've had the misfortune of crashing their craft on a bad-water planet.

Inhabiting this world are an completely dodgy crew of insane dentists, crazed shoppers and other weirdos who are just hanging around for a laugh. The funkin duo have to avoid these while tracking down the parts of their spacecraft, which are scattered over 20 levels. The most noteworthy feature of this game is its humour, which does grate after a while. That aside, this is extremely original and excellent fun for one or two players!

OVERALL 82%

DOUBLE

PRICE £34.99

BY SEGA

RELEASE JUNE

CONTROL: JOY PAD
CONTINUES: THREE
SKILL LEVELS: 3
MEMORY/PASSWORD: GOOD
GAME DIFFICULTY: SHIFT/MEDIUM

1ST DAY SCORE
EIGHT RACES COMPLETE

Double Clutch is a fantastic of games like Super Sprint and Micro Machines — the overhead racing genre.

HOW IN CONTROL

Simply use left and right to steer and press forwards to accelerate. Use B button as the hand brake and press C to pause the game.

Accelerate
Reverse
Brake
Starts and pauses the game

HOW TO PLAY

Speed around the racing tracks and win races. Use the prize money to upgrade your motor!

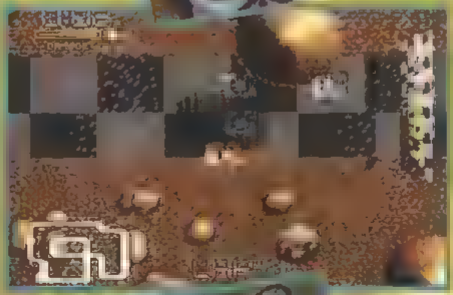
Jump into your squarish speed machine and get ready to race! Double Clutch allows one or two players to participate in a fun-filled, highly dangerous racing calendar. Basically the idea is extremely simple. Just race around the scrolling backdrops dodging the opposition and speeding your way to the head of the field. Once you've completed three laps of this sort of excitement the round ends. If you're one of the first three cars to finish the course you're able to take part in the next race. If not it's GAME OVER! Boo.

However don't you think that Double Clutch is going to be a piece of cake. The problem is that adverse weather conditions hamper your performance. Be on guard for slippery roads and rain. Worse still there's ice and snow on some levels making to some super skidy driving.

Hey you two, stop that canoodling. This is supposed to be a race!!!

A CHOICE OF THREE

Whether you're a [illegible] type, go [illegible] powers are second to none!



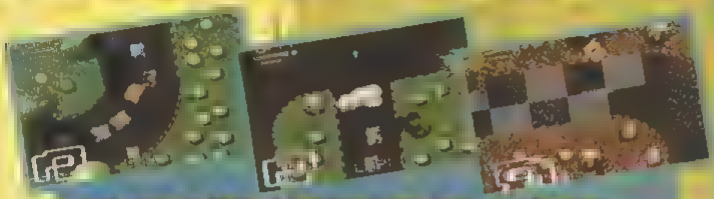
Race related action under the shade of the golden macaroons.

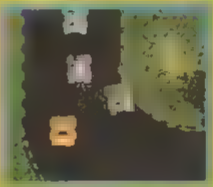
COMMENT

RICH

Double Clutch is a pretty good racer; very fast, very smooth and quite playable. The graphics are well-defined, let down only by a lack of variety in the sprites. The sound though is a tad on the cack side, with awful tunes that don't really suit the action. There's some nice speech in there though to kick each race off. The real problem with Double Clutch is that the game is quite easy, meaning you can see most of the game in one sitting. Although the two-player option is quite a laugh, it doesn't really sustain interest. My recommendation would be to save your cash and wait for the amazing Micro Machines to come out.

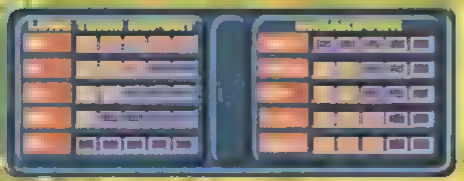
CLUTCH





The cars swerve to avoid the piles of albino dog mess.

Noodle-oodle-oodle-overtakingontheinsidejustedmalarkey.



COMMENT

At first glance, Double Clutch just looks like a poor man's Micro Machines And in fact, that's exactly what it is The control method and game mechanics are pretty much identical, there are a fair few differences too. For a start Double Clutch has the ubiquitous power-up shop, a feature missing from the Codemasters title, plus a variety of weather conditions to hinder you. However the changes don't stop there. Double Clutch is a lot slower than Micro Machines. This is a fairly good, if overly easy, game. As it stands, it's not bad, but not quite of the stature of Codemasters classic cart.

PRESENTATION 77

▲ Some really decent player portraits and loads of options make this game quite presentable.

GRAPHICS 68

▲ Some nice definition on the backdrops...
▼But the sprites are skinny and hardly look like speed machines – looking more like VW beetles!

SOUND 67

▲ Some decent speech kicks off each race.
▼But the in-game music and effects are rather lacking, not suiting the high-speed action at all.

PLAYABILITY 72

▲ Double Clutch is instantly appealing. The urge to see the next level is quite strong. The two-player mode adds to the fun.
▼ Once you get used to the action, it loses its appeal

LASTABILITY 65

▲ A two-player mode helps lastability...
▼ However, the game itself lacks any real excitement and you do grow tired of it rather quickly.

OVERALL 67

Double Clutch is fast and smooth and quite playable. However, in terms of content and excitement it's looking compared to the forthcoming (and already fab) Micro Machines.

PLAYERS: 1

PRICE: TBA

BY: WOLFTEAM

RELEASE: TBA

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
MEMORY SAVE: GOOD
GAME DIFFICULTY: EASY

COMPLETE ON EASY

ORIGIN

Based on the Dragon's Lair style of game — You know the sort of thing I mean...

The joypad directions execute similar actions, that vaguely reflect a direction Time Gal might move in.

Follow the directions shown on the screen to reach the zone goal. Complete all sixteen zones, played in random order, to reach the finale.

TIME

Peals of demonic laughter ring round the spirals of time, as yet another mad tyrant seeks to bring the Earth under his control. Whilst being escorted to a nice padded cell, the evil doctor Blond Beard made a break for it, and managed to slip inside a time capsule that someone had carelessly parked in a no-waiting-mad-mega-woman access-zone.

More foot them, as now the crazy doctor threatens to hold earth in subjugation for the entirety of history with his time-jumping antics — unless our green-coiffured heroine, Time Gal can reach him in 4002AD and escort him back to Broadmoor, and the kindness of strangers. However fluctuations in the time loop (or something) keep dumping her at inopportune moments in history, where she has to leg it to the next jump point. It's another cartoon caper from Wolfteam, and no mistake!

INTERACTIVE

Knowing the kind of fine generosity in Time Gal's programmer, you won't be surprised to find that proceedings is limited to following the on-screen prompts. There are [illegible] ways to die quite humorously, and the screen goes to [illegible] one via each joypad [illegible] to a move-[illegible] it's a but-[illegible] also [illegible] on.

Er, excuse me miss. Can I have the pleasure of this dance?

GAL

It's so, listen to this 'ere then. My Dogs got no nose... Oh you know it already

It's a... I sniffed my armpits!

Time Gal tries to sneak off before someone smells her farting

The many deaths of Time Gal are the game's real highlights. Her hilarious deaths range from the bizarre to the sick, but are always a real hoot. Here are some highlights:

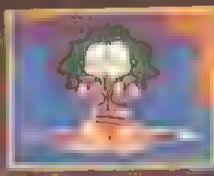
1981: Time Gal forgets to dodge a pro[illegible]

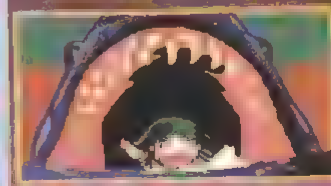
50: Time Gal's minecart strikes up a close relationship with a stone wall.

98m bc. After an argument with a dinosaur, Gal feels the weight of his ill-feeling.

1588 (1): She's a bombshell alright, as Time Gal cannonballs it up again.

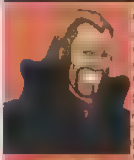
90,000,000BC: Time Gal finds the water just a bit 'perky'.



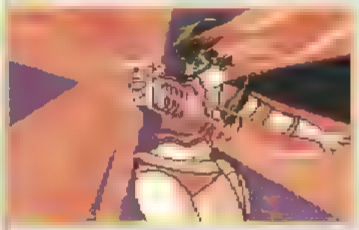


I wish I could fly way up in the sky. Sorry, it's all I could think of...

COMMENT



Wolfteam's expertise at Full Motion Video seems to improve with every attempt. Road Avenger and Cobra Command looked very impressive, but ran lousily and had an overall fuzziness that has been left out of Time Gal. Although the image only takes up the central portion of the screen, the ingenious perspectives and effects make it burst out of the frame. To complement it, Time Gal makes all sorts of amusing squeaks with the perfect CD sound effects but the two bugbears of all 'interactive cartoon' type games remain. There isn't much to do, and it isn't that big. Most gameplayers won't be satisfied with the reaction-test gameplay, however interesting the accompanying visuals. Even worse, Time Gal is a pushover compared to Cobra Command and should be completed in a day. It's a great shame that the ingenuity and humour of Time Gal is let down in this way.



COMMENT

Like Wolfteam's previous efforts — Road Avenger and Cobra Command — all that's changed are the graphics. The same wearyingly repetitive gameplay rears its ugly head again. I'm all for games that are graphically astounding (and Time Gal is simply superb), however precision joystick directions at the correct time isn't my idea of a good laugh. I think that more intelligent use of Full Motion Video, as seen in Night Trap is the way forward. To be honest, Time Gal is little better than the wacky Dragon's Lair coin-ops. Another thing that doesn't do the game any favours is the fact that it's very to easy — there's only a few sections worth of play in this one. As it is, Time Gal is little better than a cartoon with some protein... lions of interaction — certainly not worth £40.00. I'd definitely recommend buying a top-notch Disney vid before shelling out for Time Gal!

TIME GAL

Time Gal is called on to show versatility in the face of adversity. She swims, she jumps, she shoots, as well as being able to ride woolly mammoths, swashbuckle, and handle a minecart. Here's a few 'takes' from one of her adventures.

1. Time Gal arrives on a bare plateau, unaware that a caveman watches from above.

2. She dodges the rockfall by jumping from boulder to boulder.

3. From the precarious branch of a tree, she spots a floating log, and heads over the waterfall.

4. Back on dry land, she's surprised by a neanderthal ambush.

5. Using the springboard of a fallen tree she takes out two pterodactyls with her laser pistol.

6. Finally, on the lands, a quick side-step

PRESENTATION 80

▲ Three levels of play, and a vessel mode, letting you appreciate the sequences in full.
▼ An annoyingly repetitive Game Over sequence. There are also too many continues.

GRAPHICS 94

▲ Fabulous cartoon Full Motion Video images. The best and most imaginative sequences yet seen on Mega-CD.

SOUND 89

▲ Time Gal's whoops, oohs and ahhs are great, as are all other effects. Brilliant cheesy 80s tune really sets the atmosphere.

PLAYABILITY 78

▲ The effects of your actions are usually really interesting, which drives you on to see later areas.
▼ The gameplay is very simplistic, and only partially interactive.

LASTABILITY 51

▼ [illegible] same on all difficulties. [illegible] thing in a short time.

OVERALL 63

Impressive to look at, Time Gal is really an expensive personal cartoon, rather than a game. There's no real lasting interest, making for a CD title that's definitely not worth £40.00.

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PRICES SUBJECT TO CHANGE AND AVAILABILITY

PRICE: TBA

BY: TECMAGIK

RELEASE: JUNE

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1
RESPONSIVENESS: AWFUL
GAME DIFFICULTY: HARD

1ST DAY SCORE

First round won.

ORIGIN

This tennis game is centred round Andre Agassi, winner of Wimbledon 1992 and star of Nescafe ads.

HOW TO CONTROL

Move your jerky little player around the court & attempt to hit the ball back at your carefully aimed opponent. Vary your shots with different presses of the various buttons and something may or may not happen.

A
B
C

HOW TO PLAY

Return the ball across the netting provided, aiming Agassi behind it. Games are awarded by scoring four points, with six games making a 'set'. Matches are best of three sets.

Winning Wimbledon is the pinnacle of any tennis player's career, as André Agassi would surely testify. One day he's a grungy Californian tennis outsider, unknown in this country. Then comes triumph on the centre court, and suddenly he's rubbing shoulders with the likes of Gareth Hunt, talking about 'richer, smoother flavour'.

How does one affect the transformation to caffeine flogger extraordinaire? By taking the knocks of the tennis circuit along the way. Spending hours practising those backhand volleys, dealing with hamstring problems, and avoiding the affections of Martina (not one of Andre's biggest problems). Agassi's tennis is an attempt to recreate the horror of it all, for one or two consenting players, on grass, clay, indoors or anywhere you fancy.

BALL CONTROL

Choice of shot is the most fundamental element of tennis. Agassi Tennis allows you to play a variety of shots, at a variety of strengths, depending on how the ball is placed and how fast it is moving. Here's your forearm arsenal:

VOLLEY

Hitting the ball before it bounces is the way to keep pressure on the opponent and maintain ball speed. Playing volleys should be part of a strategy to move towards the net. You need fast reflexes and an accurate player to use them to advantage. Volleys are also low shots.

LOB

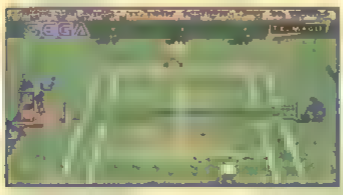
A lob is a high, slow shot designed to bounce behind the opponent. It's a risky shot because a 'lobbee' in the right position may power it back to the 'lobber'. It's best used to break the net domination of one player, and force him back to the base-line.

TOPSPIN

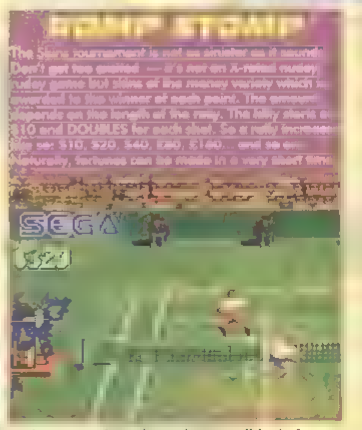
This is played either on or off the volley. Topspin may look like a normal return, but is designed to lose height quickly, or 'die'. Hopefully your opponent will misjudge the distance the ball 'penetrates' his court.

SMASH

A singularly devastating shot, available only when you're under a lob. A smash powers the ball downwards to a position deep in the court and is very hard to return.



ANDRE A TENN



▲ *Player one makes a sharp exit upon realising he forgot to don his regulation pink shorts.*

AGASSI TENNIS

PARTNER SWAPPING

It takes two baby, to play doubles on Agassi. Well, you can choose to play singles or doubles against a human opponent, or a solo doubles game against the computer. Your computer-aided partner does tend to hog the court a bit. So sit back, relax.

▲ An undercover SAS man sneaks onto court...

Well, I still say we were here first, and I'm not moving until they let us play.

GRUNDY

GUS

What a crock! This is one of the worst pieces of... software, I've ever had the misfortune to have to play. And believe me, I was forced. Forced until tears of blood sprang from my eyes. The horrors of the game are manifold. Firstly it looks awful. It's an obvious game for a scrolling routine but the action stays on a single screen. 'Grass' means green with yellowish pixels. After hiring a Dalek with a cleft palate to announce the scores, our game coder came to the thorny routine for player control — and made a further spoon of the entire process. The players just don't follow your directions properly. They try, oh they do try, but just can't seem to walk in a straight line. So, in the end it doesn't really matter that the competition consists of eight characterless players. Agassi has become a grand debacle long before any of its frivolous faults are noticeable — it's simply an awful, awful mess.

LUCY

Although I haven't played many tennis games and thus have little basis for comparison, I do think Gus is being a little harsh here with this damning catalogue of complaints. I do see his point to a certain extent — it sure isn't going to win any beauty contests and the controls are difficult to get the hang of but it does get easier with practise and on the whole, I quite enjoyed it — especially in two-player mode in the skins tournament where the battle for cash gets quite frenetic. The options, as far as I can see, are adequate with a veritable choice of tournaments, players and courts and the whole thing is really fast and to my mind, pretty good fun.

SURFACE TENSION

Four court surfaces form the [illegible] of established [illegible]. Each has its own [illegible] and bounce [illegible] you'd [illegible]

GRASS
The fast [illegible] because [illegible] bounces [illegible] net rally [illegible] are the [illegible] Rules' games as well

CLAY
A slow [illegible] clay [illegible] the ball as it bounces. Mucks up your trainers

HARD
Quite fast [illegible] bounce [illegible] Very [illegible] last while [illegible] The ball [illegible] practise [illegible] Popular [illegible]

▲ *I, TRONK-9, challenge you, feeble human, to a game of your earth tennis...*

TOURNAMENT BALLS

PRESENTATION 58

▲ A two-player and doubles option — the skins tournament [illegible]

▼ [illegible]

GRAPHICS 42

▼ Marginally better than Sinclair spectrum [illegible] from 1988. Awful backdrops, sprites, and that use of colour. A patent nils.

SOUND 61

▲ Serves its purpose as far as it goes — the umpire keeps score [illegible]

▼ But crowd must be heavily sedated because they don't seem to respond.

PLAYABILITY 43

▲ It's certainly fast...

▼ But it'd be more playable if the players precisely followed your joypad directions. They do not.

LASTABILITY 41

▼ The total problems on the playability front serve to spoil any long term enjoyment which [illegible]

OVERALL 46

A potentially strong licence sadly let down by basic programming and graphical flaws which shouldn't have been let through the net. When he sees it, Andre will want something stronger than coffee.

Micro Machines

your SEGA for a mega drive

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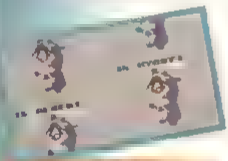
GP RIDER

After a hard day filling out prescriptions, most doctors like to relax by risking their lives having ground race tracks onbig motorbikes. This game tell the story of sixteen such daredev l docs and their search for glory. The respected tome 'Dead Serious Medical Journal Incorporating Mental Benny Bike Racing Gazette' has organised a tournament between sixteen of the most respected healers, and this s what the game is about.

It's the player s task to drive their motoring medic to victory over the umpteen courses, specially selected from around the world. Management of your bike is almost as important as riding skills, although if you fall off it's unlikely any of your competitors will slow down to patch you up.



▲ *Keith was startled to see a racetrack just like his floating above him...*

MAINTENANCE PAYMENTS

There's more to riding bikes than, er, riding them. There's all the maintenance work to be done. All the fun of kitting your bike out is yours for the asking. Players are able to choose between automatic (best for beginners) and Manual (much faster) gears, choose their engine and also select the right tyres for the weather. Learning the best ways to rig your bike for each track soon becomes second nature.

PILLION ANTICS

GP Rider allows two people to participate at any one time. The screen is split horizontally, with player one on the bottom screen and player two on the top. If there is no second player, your lead pole position rival computer opponent s race is detailed on the higher screen, allowing you to keep a wary eye on his position.

▲ *Keith realised sadly that the big lads on the upstairs track were not going to let him play. He must bike alone...*

COMMENT

RICH

Oooh, I thought as I plugged this in, it looks like a [redacted] between Super Cycle and Pitstop II on the C64 — Hurrah! Unfortunately, GP Rider is exceptionall sad. The gameplay bares very little resemblance to real racing or the arcade original, and as Rad said, it's about as difficult to complete as reading a Peter and Jane book. Forget it, GP Rider is one of the saddest road racers available for the Master System.

COMMENT

PAUL

The small, flickery, barely visible bike sprites wibble and jerk their way around the courses with no respect for how you waggle your joypad. The bikes slide and slip along regardless of the weather conditions. Yet, despite this, and the ridiculous twistyness of each circuit, GP Rider is actually really easy to beat. I jest not when I say that you really could complete this game with one hand behind your back. Considering the rather splendid World Racing is now available at budget price GP Rider is completely inexcusable trash.

Loads of car spinning, ghastly bike racing at options to play with.
+ Intermissions are nice...
-The animation is dire.
- Grating "engine" noise and tedious tunes playthroughout.
- Slow, uncontrollable, jerky, scenery, and completely and utterly dull.
OVERALL 34
A tragic, sorry game with no redeeming characteristics.

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1-4 PLAYERS

SUPPORT

SEGA

OUT NOW

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: FAIRLY HARD

4-2 Grampus V Red Diamonds

Official console game of the Japanese football league

It's your average up-and-down scrolling football game. The D-pad moves the player around the pitch, whilst pressing another button changes player and another kicks the ball.

- Pass
- Shoot
- Change Player
- Starts and pauses the game

Score more goals than the opposition and — hey presto, victorio yours!

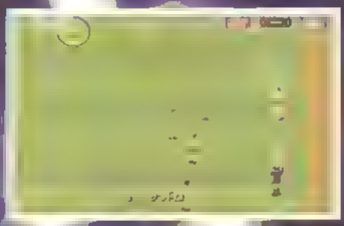
The world has a history of mighty sporting nations. The Greeks, founders of the renowned Olympic Games, the Romans, the Spartans, and Eddie "the Eagle" Edwards. But all of these pale into insignificance when compared to the mightiest sporting nation of all — Japan. Yes Japan — winner of no gold medals. Japan not very good at cricket and, indeed, can't even qualify for the World Cup. All this makes it surprising that the country even has a football league, let alone one popular enough to produce a game using the license.

Maybe it's revenge fantasies of the impotent but it would appear that Japanese programmers have something of a fixation with soccer games. Sadly though, their on-screen performances have so far matched up to their on-field ineptitude, with only the good old British Super Kick Off being any good (because, of course, we won the World Cup in 1966). And now Sega return to the fray with another title of their own based around the antics of some of the sports finest competitors (snigger), the Japanese Football League. The viewpoint in the game is the time honoured three-quarters overhead isometric special, and as always, the objective of the game is to score more goals than your opponents thereby winning the match.

J LEAGUE PRO-S

KICKING FOREIGN BALLS

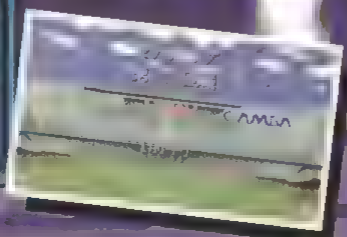
Those fe[illegible] are quite adept when [illegible] comes to [illegible] type skills. By using the joypad, the player is able to make members of his team perform some classic feats of soccer action. There are two different kinds of passing play, short pass or long pass, allowing you to control which player you wish to receive the ball. Shots at goal are undertaken with a different button which produces a huge splendid big long powerful kick. Not only this, but there's also an aftertouch option which lets you bend your ball in super banana-shot shows of curly fruit standard.



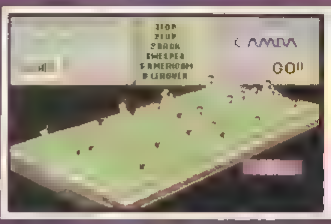
That's right. Throw it straight to the opposition. Doh!

TAPPING OFF WITH THREE MATES

J League football is the first game to utilise the all-new Megadrive four-way [illegible]. [illegible] get enough joypads [illegible] to four people participating in the same game at the same time. In J League terms, this means you can have one player against the computer, two players against each other, one player against two other humans or a mighty two-on-two battle. Each player is able to control a player on screen by pressing the C button when not in possession of the ball, whereupon the closest man to the action is selected, with a [illegible] indicating the [illegible]. [illegible] isn't enough, before each half you also have [illegible]



STRIKER

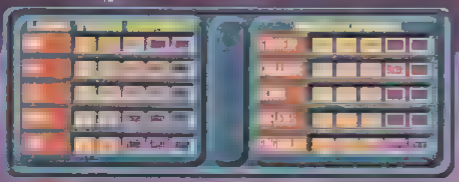


Jet united choose the sweeper formation. Interesting eh? Did you know there's a team called Keith Rovers too, and Colin Academicals. Actually I'm lying.

THAT BLOKE OUT OF M*A*S*H

On the right of the screen is a big radar screen. The position of each player is detailed here as well as the whereabouts of the ball. This makes it somewhat easier to tell where to post the ball when you want to execute a long-range pass and also provides early warning of any defenders heading in from locations off the screen.

Frightened players flee the attacking pitch outline



COMMENT

RICH

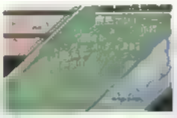
To people who've only played this game a couple of times, it seems like a load of old tosh. It's very slow indeed — slower than any console footie game, and the sound is atrocious. However, the game's initial hook is the four-player mode. With all your pals playing, it's a unique Megadrive experience. With one player, it does seem a bit cack. However, keep playing for some length of time and the game's qualities surface. You realise that it is actually slow for a reason! The control method is actually amazing, enabling you to pull off all sorts of footie shots. I reckon it's actually a lot more realistic than Super Kick Off! It honestly is amazing — when you've played it for a while you can amaze your friends by beating them hands down 11-0! As Jaz says, just about everything in real soccer has made its way into this game and I reckon its just as good as Super Kick Off — the four-player mode making it slightly better! However, Sega's ultimate soccer is released in a couple of months, and this boasts EIGHT-PLAYER ACTION! Yes, eight, using TWO taps! It looks stunning, so I'd wait for that before making any soccer-related Megadrive purchase

NOT VERY GOOD

All the teams in J League have a real-life counterpart. The teams include the mighty Grampus from Nagoya, now home of Gary Lineker, who are probably the best team in the country. That said, they could just field Lineker and he'd still probably beat all the other teams at once. The other teams on offer are the Kashima Antlers, Jef United from Ichihara, the Urama Red Diamonds, Kawasaki Verdi (not a green motorbike at all) Yokohama Marino, the Yokohama As Flugels, S-Pulse of Shimizu, Osaka Gamba and San Freece, the team that doesn't need floodlights, from Hiroshima. Each team has it's own cute cartoon mascot and a big-money sponsor such as Nissan or God.

▲ Antler Rovers

▲ Flugels of the South



Grampus Rangers

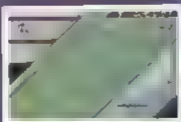
Gamba Athletic

Marinos Vale

▲ Jef United

Red Diamond Palace

S-Pulse Wednesday



Verdy of Mid Lothian

San Freeze Wanderers

Tom Cox breaking his arm last Thursday. It's all true!!!

CONSENT

After playing the game solidly all weekend (on my own and with two, three and even four players) I've come to the opinion that this is brill. Once you get used to the controls they really are excellent with loads of moves available. You can even chest the ball down and do perfectly-timed slide tackles! There's a real feeling of solidity about the game — the ball spangs off players and you can charge down shots or barge over opponents — as long as they don't send you clattering to the ground first! The players are reasonably intelligent and actually attempt to find space, resulting in a flowing game of soccer where you feel that you're controlling a team, not a group of individuals. The graphics are excellent and there's real attention to detail — players flagging the referee for throw-ins, players rolling around the floor in agony after tackles... all this gives a real feeling of involvement in the action. The computer opponent gives a fairly decent game on its hardest setting, but obviously where this really comes into its own is with multi-player mode — the four-player games I played with my mates were the best fun I've had on the Megadrive for yonks. Best football game? Definitely with four players, but on your own Super Kick Off just beats it. Just...

PRESENTATION

87

▲ Lots of options and presentation bits, the only problem being that...

▼...All of the text is in Japanese, making for a bit of experimental work when you first buy it.

GRAPHICS

75

▲ The cut screens are of a good quality, and the pitch itself is quite smart. The player sprites convey the action really well.

SOUND

30

▲ Arrghhh! A constant air horn drone and some hoary, tinny speech contribute to one of the worst Megadrive soundtracks we've ever heard.

PLAYABILITY

92

▲ Once mastered, the controls make for some superb, realistic soccer play. The four-player mode is simply amazing!

▼ The initial slowness of the game might put solo players off.

LASTABILITY

93

▲ It's very hard to top the league, and there's the cup to beat too. The four-player mode will make this one to come back to again and again.

▼ Not likely to hold your solo-player interest forever, though.

OVERALL

91

Although initially self-punishing, this soccer simulation turns out to be one of the greatest video game renderings of the national sport ever produced. A great first game for the four-player hop until you're worth getting hold of.

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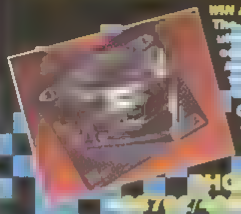

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1-4 PLAYERS

PRICE TBA

BY TAKARA

RELEASE TBA

PERSONAL DISASTERS

While skiing, it's natural to meet high-velocity fir trees — it's better to avoid them though and knock down the poles instead. On the race track, the Crash Dummies' car is fitted with an

...ted about — collect them to ...ill the tag. Other items, such as spanners for repair and cash for...well, cash's sake are also

CRASH DUMMIES

...ummies will ...also anything if the money's right, ...but some routines ...even these crackpots avoid. This is when crash dummies ...step in — characters who'd ...be regarded as brave if they ...had nerves, or stupid if they ...had brains. Stick one of ...these yours to steer into walls and guide through vertigo-inducing leaps off buildings. This game involves damaging them as spectacularly as possible and rakin... cash. It's as easy as falling off a building.

BURN BABY BURN

When your local business faces bankruptcy here's what to do: set fire to the premises. Don't worry about getting the blame, so wher...

...rmer since the last sequence revived — fires happen all the time. But if you're going to jump, why not crash through a few

...bomb factory where some idiot starts lighting the fuses! The screen spews of action is to head for the

...ree bursts of excitement.

Alternatively, just hang around trying to blow the fuses out. Finally, take your seat in a rocket ship

...Test the craft on that miracle of future technology, the flashing ...target for three shots and a per...

COMMENT

GUS

A lack of lasting challenge and over-simple game sections mar this polished and enjoyable game. Graphics and sound, however, are excellent throughout and go a long way towards making up for the game's deficiency. If you're a fan of multi-event games, have a look at this.

COMMENT

PAUL

Each event of this original game uses different styles of gameplay which leads to a healthy interest value. Trouble is, it doesn't take long to get through the five stages on EASY level and after that the game merely repeats itself, adding more obstacles and stricter time limits which may disappoint solo players. Thankfully the two-player option transforms the game into a fun alternative Olympic challenge.

PRESENTATION 82
Entertaining intermission screens and a nice sense of humour.

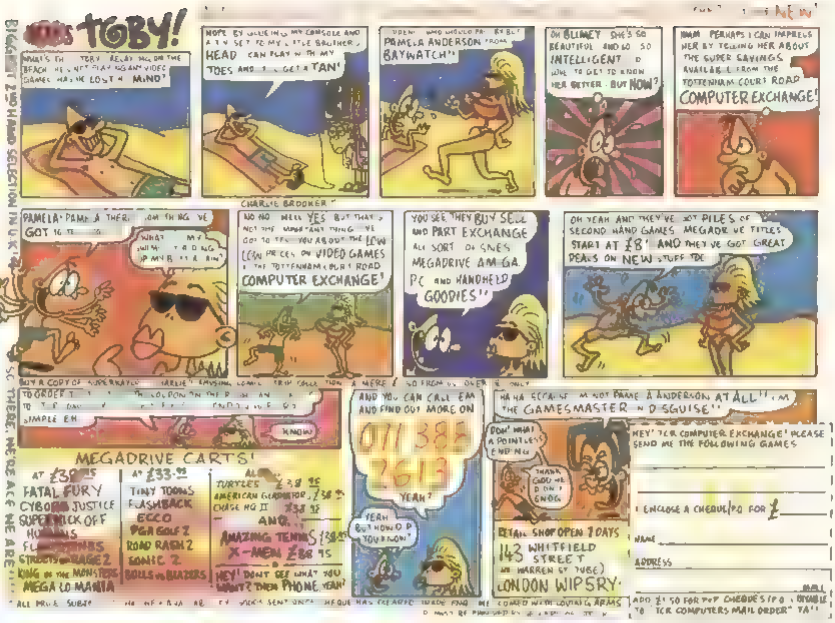
GRAPHICS 84
Large and colourful sprites, which are humourously animated.

SOUND 81
All the music is lively pleasant to the ear. The sound effects are okay.

PLAYABILITY 86
With two players there's much fun with the destructive competition.

LASTABILITY 80
Great fun for two players but not enough events for one.

OVE... 85
An entertaining and humourous game which offers hours of enjoyment for solo players and is even more fun for two.


MEGA TOBY!
WHAT'S TH... TOBY REALLY WAS ON THE BEACH. HE WON'T PLAY HIS ANY VIDEO GAMES. HE'VE LOST M... MIND!
NOPE. BY SWITCHING MY CONSOLE AND A TV SET TO MY LITTLE BROTHER'S HEAD CAN PLAY IN MY TOES AND I... GET A TAN!
PAMELA ANDERSON FROM BAYWATCH!!
OH BLIMEY SHE'S SO BEAUTIFUL AND SO INTELLIGENT I... TO GET TO KNOW HER BETTER. BUT HOW?
HMM PERHAPS I CAN IMPRESS HER BY TELLING HER ABOUT THE SUPER SAVINGS AVAILABLE FROM THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE!
CHARLIE BROOKER
PAMELA! PAMELA! THERE... OM TH... NG... VE GOT TO TE...
WHAT? WHY... NO... TROUBLING... IP WHILE I'M A BIKINI?
NO NO HELL... YES BUT THAT'S NOT THE IMPORTANT THING... VE GOT TO TEL... YOU ABOUT THE LOW LOW PRICES ON VIDEO GAMES AT THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE!
"..."
YOU SEE THEY BUY SELL AND PART EXCHANGE ALL SORT OF SNES MEGADRIVE AMIGA PC AND HANDHELD GOODIES!!
OH YEAH AND THEY'VE GOT PILES OF SECOND HAND GAMES MEGADRIVE TITLES START AT £8 AND THEY'VE GOT GREAT DEALS ON NEW STUFF TOO
BUY A COPY OF SUPER MARIO... HARLIE'S CHASING LEMMI... TRIP TABLE TOPS A MERE £... SO FROM US... OVER... ONLY
TO ORDER T... TELEPHON... ON THE P... ON A... TO THE DIRE... ENDO... A CHEQ... P.O.
SIMPLE EH
KNOW
AND YOU CAN CALL 'EM AND FIND OUT MORE ON
0113 388 2613
YEAH?
YEAH BUT WHO'D YOU RATHER?
HA HA ECLAIRE MIGHT PRAISE ANDERSON AT ALL!! I'M THE GAMESMASTER IN DISGUISE!!
DON'T WHAT A POINTLESS ENDING
THANK GOD WE DON'T ENDS
RETAIL SHOP OPEN 7 DAYS
143 WHITFIELD STREET
(NR WARREN ST TUBE)
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ALL PRICES SUBJE...

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ASA

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PLAYERS

£39.99

TBA

JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVELS: 3
MID-CONTINUES: GOOD
GAME DIFFICULTY: HARD

1ST DAY SCORE

234, 557

ORIGIN

Mazin Wars follows the fighting antics of the robot Mashogar 2, a popular Japanese cartoon hero.

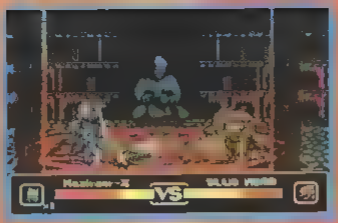
Battle Of Techniques

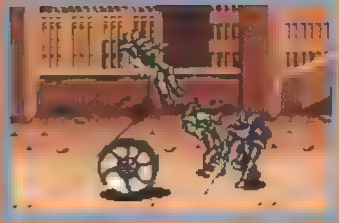
My sword! It's that rare jump and punch favourite revisited. Mind you there's the addition of a few 'special' moves as well. Cool.

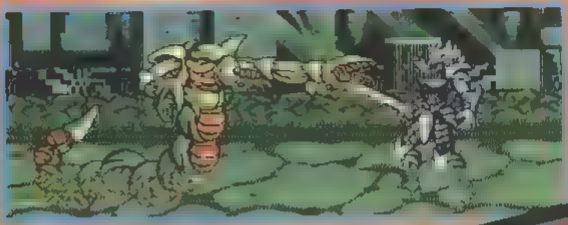
- Activates Mashogar's special figure-eight sword attack.
- Attack. Multiple taps activate the hundred-sword slash.
- Jump, leap or fly. Whatever suits your mood.
- Protects the space Mazin Chronos is in the path.

Level Two Round

Level Mashogar 2 comes each level loading up everyone in sight. At the end of each level there's a one-on-one face off against the boss.







Move at thee. Foul green-armoured guardians of the spinning maze-rooms of desolation, or something.

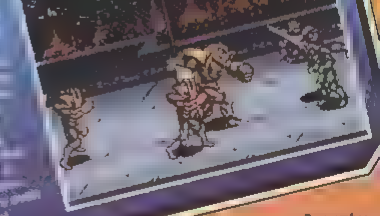
MAZ

The year is 1999 ... in a bid to revive flagging ratings, papua or eighties TV show Just Amazing makes an unprecedented return to the air waves with ageing light entertainers Barry Sheen, Kenny Lynch and Suzanne Dando returning to their old jobs as hosts. With its unbeatable formula of ordinary people performing extraordinary stunts, the show is a massive hit. There's the man who cycles across a tight rope suspended above the Grand Canyon. Without a safety net! There's even Mr Manage Tout - literally translated as the man who eats all. And boy does he eat all. From plates and cutlery to planes and even the Eiffel Tower.

However, one day whilst on a particularly feat more incredible than any others performed, Kenny Lynch sheds his human form and reveals his true identity as Baron Lord of the Flies. Calling on his mighty legions of hell spawn the one time chirpy singer and comedian storms forth to inherit the Earth. His Mazin War has begun.

Clambering from the burning wreckage of the Yorkshire Television studio, Barry Sheen stares at the shocked waste and that the Earth has become and he vows to return the planet to the people, but not as retired motor cycle racer Barry Sheen.

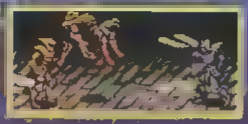
MAZIN MONSTERS AND 2 CARS!



Remember my name... FAME! I'm gonna live forever...

MAZIN GRACE!

THE FIGURE EIGHT



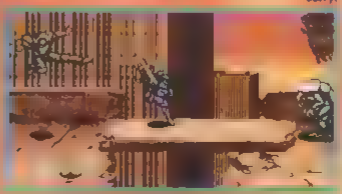
attack with devastating results. This move is especially effective against moving enemies.

TwinWARS

BATTLE WITH THE BOSSES: PART 1

...when the boss is beaten. There's more to come...

Ee-gee-doo-de-da peek pineapple shake the tree. Oh God, I'm sorry!



COMMENT

TOM The first ... and while it does make this horizontally-scrolling beat 'em up look extremely standard, but give it a chance and what you discover is a highly addictive and incredibly fun game. The sprites may be small, but they're very well animated and the huge bosses are breath-taking, but by far the best bit is the one-on-one boss section. The bodies of these massive characters are made up of separate sprites and this makes for superbly animated movement. The fighters rotate and reel under the blows so realistically. This is some of the best animation of this type since Cyberg Justice. What's more, this game is incredibly hard. The actual main game is fairly simple, but battling the bosses is a monumental task. This is definitely one game that'll last you for ages. My only gripe is the lack of two-player action. A two-player versus mode would have been fantastic. Still, this really is one of the better games to surface this month.

COMMENT

Sensible Warrior is very much a game of two halves. Each end-of-level boss is split into two parts and the second part is always significantly harder than the first. Fortunately, generous level passwords mean that you don't have to start from the beginning every time you die. The game's two-player mode is also very good, although the split-screen action is a little hard to see. Overall, Sensible Warrior is a very competent platform game with a few original touches and a good sense of humour.

JULIET

Each end-of-level boss comes in two parts and what a step up level these parts are. After beating the standard end-of-level boss, the game changes to a [illegible] and you're up against [illegible]. The [illegible] a few [illegible].

BUSTER CLAW

Hello Trunk. Got a new motor?

Yes, well it's no wonder you see. The silly cow who did my last manicure really messed on up...

PRESENTATION

78

▲ Very slick and polished feel to the game...
▼ However, there's a distinct lack of options and a decided sparseness in the intro department.

GRAPHICS

90

▲ The sprites are excellently animated, especially the large one-on-one boss characters.
▼ The main sprites are a bit grey and at times the backgrounds are a bit bland.

SOUND

92

▲ Fantastic soundtrack. Plenty of hard-rockin' tunes. The spot-effects aren't bad either. Loads of sword-slashing, meat-dropping and power-slashing.

PLAYABILITY

87

▲ The game is very easy to get into and is instantly addictive and great fun.
▼ There's a lack of variety in the gameplay and there's not a great deal of moves either.

LASTABILITY

85

▲ Extremely challenging. This is one of the toughest games you could ever hope to play.
▼ Perhaps too tough, at times it can be a bit frustrating.

OVERALL

87

Although it seems like a very simplistic, rather bland beat 'em up, it most certainly isn't. Very compelling and extremely challenging, Mortis Warrior comes thoroughly recommended.

YOU CAN'T LICK THE MUTT'S NUTS

THE FLINTS

PRICE: £39.99

BY: SEGA

RELEASE: TBA

CONTROL: JOY PAD
CONTINUES: 2-7
SKILL LEVELS: 3
NUMBER OF PLAYERS: 1
GAME DIFFICULTY: EASY/ HARD

End of level Sign

ORIGIN

These Flintstones are the same 'Modern Stone-Age families' of the ancient Hanna-Barbera cartoon series, making their Sega debut in this game.

To guide Fred through his prehistoric quest, use the D-Pad (up, down, left and right) on your controller and smaller Fred turns to jump and floor-it left and right.

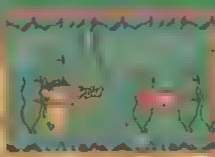
Take Fred on a wild prehistoric chase which continues to the shores of the average platform game.

Crikey! I must be rider than I thought – I could have sworn I just sneezed out a small, fat caveman! Time to cut back on those dodgy tablets, I think.

After a hard day's mining at the Bedrock quarry, all Fred Flintstone wants is a beer, a nice dinner and a bit of peace and quiet of an evening. However, there's been precious little of the latter recently. One family crisis has followed another, starting with Wilma losing her jewellry, and their kid, Pebbles making off into the desert. And who has to sort it out? Yeah, Pop, every time.

There's usually some prehistoric renegade behind the thefts and disappearances, lurking in the outlands around the granite settlement. So Fred, minus his trusty sidekick Barney, sets off to retrieve the missing items, at the bottom of pools, in the midst of deserts, and even some nestling at the heart of active volcanoes. A host of Triassic tribulations.

Fred goes clubbing in the sleazier side of town!



YABADABADOO!

Naturally, Freddie poos has a helping hand with his mighty tasks in the form of peradedly handy power ups scattered around the levels, carefully hidden in tasteful pink balloons. Here's a quick rundown of what's what

WILMA: Invincibility

POWER-UP BOX: Extra power

GOLD STAR: Extra Points

HEART: Increases energy bar

APPLE: Replenishes one unit of energy bar

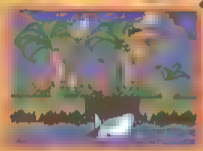
EGG: Uncovers a kindly bird which carries Fred over short flies

FRED SQUARES: 1-UP

FRED STARS: Accumulate for continues

STONES

JHJSZNBJ N
CVZKLJXJKKCJKJNJNJNJ
KNZNZKKNMKLNMNN
N, N



DESERT RUN

A change of scene and pace for the third level as Fred gets into his caveman powered car for a spin across the sands. Two things mean bad news: sheep's heads and cacti. Hitting a cactus slows you down, and clipping a skull knocks a piece from your vehicle. Alternatively, just fall down one of the many pits for instant death. No bosses at the end, just a relieved Pebbles.

COMMENT

PULL-CAVE-MAN

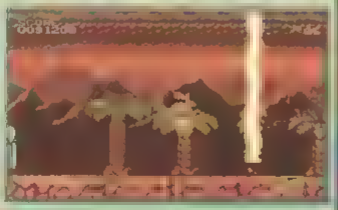
Fred risks a £10 penalty fare by boarding the Bedrock express without purchasing a ticket. His objective is to stop the train by reaching the large lizard engine at the head. Several carriages of crawling things, reticulated monsters, and low-slung signal joists stand in his way. At the end Fred must use two see-saws to catapult rocks at a giant flying dino. Yonks!

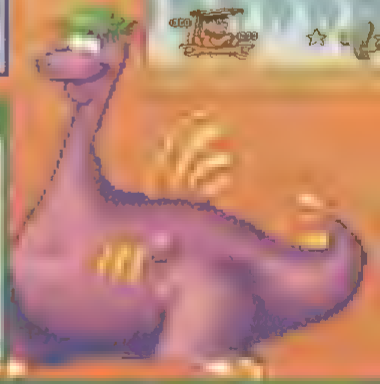
And they said man would never fly to the stars — pah!

Freddie feels up with two-star!

GEO-THERMAL ACTIVITY

It's roast Fred ahoy as our prehistoric hero stumbles upon the volcanic planes. In the first part of the level Fred dashes across the lava pits, ducking to avoid lightning strikes. It's useful to remember that lightning always strikes the highest standing point, so don't rest under tall trees. Once in the caves, falling fire and salamanders put the heat on Frederick.





SWIMMING MANIA

Apart from jumping and clubbing, Fred grasps and hoists onto ledges when you press up and hold down the jump button. In the water a rhythmic approach to swimming, using both jump buttons, is best. For a flying time, crack open the spotted egg to uncover a user friendly birdie who carries Fred high and wastes his foes with deadly missiles.

COMMENT

ADAM

BEDROCK TOWN CENTRE

Betty's jewelry has been stolen by the demented wielder of a stone age hand mixer. The level covers the whole town, where citizens use lifts suspended from a horse [illegible] zards. All [illegible] an appealing causeway. The boss tries to mix you into Fred pulp with his downward swoops

SWIMMING POOL

The Bedrock pool couldn't have been drained in years, judging from the pond life that has set up home there. Piranhas and electric eels are recurrent (god dirt) foes, but the spikes on walls, floors and ceilings are as deadly. Squids carrying propellers and shoals of devilish fish drive you into [illegible] to behold an underwater brontosaur who brings down piles of clams on your head

◀ *Oy, watch where you're your sticking that spike!*

PRESENTATION 80

▲ Three skill levels, and the game cleverly prevents you plunging all the way through in one.

▼ No two player option, only game [illegible] two-player play.

GRAPHICS 86

▲ Crisp and well drawn sprites and backgrounds. Some really good dinosaurs and bosses.

▼ Some of the backgrounds are slightly simplistic, and the game lacks any [illegible] graphical touches.

SONICS 80

▲ Reasonable Flintstones' tunes and related [illegible] ac.

▼ FX are pretty [illegible]

PLAYABILITY 84

▲ Plays very nicely, due to a combination of changing gameplay, and good control.

▼ The game's cute ideas are offset by the ease with which they're overcome.

LASTABILITY 78

▲ The game starts to kick in hard mode, which is the only mode that allows you to [illegible]

▼ This isn't a hard game by any means, and you won't play it much after completion.

OVERALL 80

A good-looking, smooth-playing long attractive platform game. No ground-breaking stuff, however and it won't keep you interested for too long.

Calling all computer whizkids!

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MEGA MACHINES SEGA

CHA

If you come over all unnecessary at the mere thought of looking at some lists, the All New Charts Spectacular, presented by your host Rad Automatic, will send you into a frenzy of frothing and all-round apoplexy. This is Lists Paradise, the place where all good lists want to go, displaying all manner of information in tabular form. It's certainly the place to be for lists fans.

MEGADRIVE

godawful G-LOC — what's wrong with you? Ooh, there's some good stuff in the form of Cyborg Justice and Rolling Thunder II. Other than that, not all that much happening.

SHOOT 'EM UP CHART

3 [illegible]

Electronic Arts' stunning new release is simply the GREATEST shoot 'em up ever to be released for the Megadrive — packing in super playability, a massive quest and gorgeous audio-visuals.

3 HELLFIRE

It might be pretty old, but Hellfire is still the best blaster available for the Megadrive. If you haven't already got it, make sure it features high in your list of near-future purchases.

3 DESERT STRIKE

Classic psuedo-3D shooting fare. Original and very challenging, easily one of EA's finest hours. The sequel, Jungle Strike, has followed this trend of smartness.

4 GYNOUG

Gore Contrai as far as shoot 'em ups go, Gynoug pits you against all manner of hideous undead. The graphics are still impressive and the game itself is still as challenging as ever, even if it isn't that new a title.

5 THUNDER-FORCE 4

Latest in the long line of quality shoot 'em ups bearing the Thunderforce monicker. Thunderforce 4 sports some great graphics, a load of original features and ultra-tough gameplay

6 TWINKLE TALE

All right, so it's got an embarrassing name and stars a cute little character instead of a spaceship, but Twinkle Tale is absolutely rockola and one of the most solid shooters on the Megadrive.

7 STEEL EMPIRE

Amazingly atmospheric 1800's Super Science blaster with great graphics, plenty of variety and even — gasp! — a smidgen of originality! However, it's not that hard, so experienced killing fans apply elsewhere.

▲ Desert Strike

8 BIO HAZ-ARD BATTLE

Not as polished as some of the other games in this list, but Bio Hazard is very tough and has enough to see and do to make it highly involving. And there's some really gross things to shoot in it too.

RTS

MASTER SYSTEM

1 MICKEY MOUSE II
2 MASTER OF DARKNESS
3 RAINBOW ISLANDS
4 SONIC 2
5 TAZ-MANIA
6 PRINCE OF PERSIA
7 SUPER KICK OFF
8 THE SIMPSONS
9 LEMMINGS
10 TOM AND JERRY

It's all change in the Master System stakes. Fab title Mickey Mouse II hits the top spot straight away, with the dreamy James Master of Darkness hanging on to its number two position. It's good to see Rainbow Islands and Taz-Mania in there, though.

Taz Mania

GAME GEAR

1 STREETS OF RAGE
2 SHINOBI 2
3 SONIC THE HEDGEHOG
4 ALIEN 3
5 LEMMINGS
6 TAZ-MANIA
7 DEFENDERS OF OASIS
8 BATMAN RETURNS
9 INDIANA JONES' LAST CRUSADE
10 PRINCE OF PERSIA

Violence fever is gripping the Game Gear, with Streets of Rage and Shinobi occupying the top two slots. Amazingly enough, there are no new entries, although expect the spiffy Master of Darkness 96 to make an impression sometime soon.

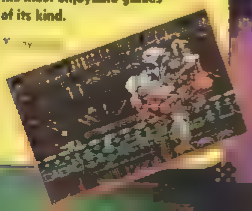
[illegible]

Best Master System shoot 'em up in a rather narrow field. However, how they managed this conversion is a mystery. All the fun and death of the coin-op is included and it's great, apart from the sprite flicker when things get busy.

10 ZERO WING

Another crumbly old cart this one, but Zero Wing still stands as one of the most enjoyable games of its kind.

[illegible]



TOP TEN REG KRAY SLANG PHRASES

1 APPLES AND HE'S AT THE JACK AND DANNY, SO BLANK HIM.
I say, ignore me fellow, I believe he's pulling your leg. See also "Yer joking my cheeky"

2 APPLES AND NIT, IT'S A COSSER
Quieten down a bit please, here comes a representative of the law.

3 APPLES AND GAMMONING COVE
[illegible]
Evil Computer-Game Fuelled Ram Raiders"

4 APPLES AND COP FOR HIS BOAT AND BLOW
[illegible]
ss.

5 APPLES AND NELSON RIDDLE
To play the fiddle. Not to be confused with his brother, Jimmy.

6 APPLES AND AT THE HURRY UP
To take one out of stride, whatever that [illegible]

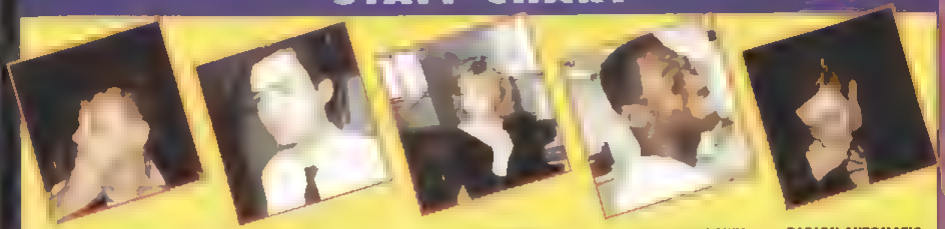
7 APPLES AND AIREDALE AL
An ugly, ill-mannered, uncouth or boring man or youth. Called Alan. Or Alex.

8 APPLES AND ANNIE OAKLEY
[illegible]
dress performers.

9 APPLES AND FAKUS MR
[illegible]
whose surname is Fakus.

10 APPLES AND PLEASE DON'T KILL US WHEN YOU GET RELEASED FROM PRISON REG, WE'RE ONLY JOKING
[illegible]
all good book shops priced £4.99.

STAFF CHART



JULIAN RIGNALL | ROB LEARMONTH | LUCY HICKMAN | OSMOND BROWN | RADION AUTOMATIC

1 THUNDERHAWK

Core Design's first Mega-CD title is shaping up to be the most amazing game ever released on a home Sega system. Check out the four page expose in this very issue!

2 FINAL FIGHT CD

Only just available in Japan, but we've had it knocking around the office for yonks — ha ha! One of the greatest arcade conversions ever and a rip-snorting splendid game

3 SILPHEED VR

Grrroinks! Silpheed really shows what the Mega CD can do. It's not quite VR, but it's as close as say, the Virtua Racing coin-op. Mega blast action across some of the most spectacular backdrops ever seen ever ever.

4 TINY TOONS

Aaah! Isn't that Buster Bunny a sweet little chap? Cute wabbits aside, Tiny Toons is a long and challenging platform affair which has become a huge office favourite.

5 ECCO

Cathy Dennis' favourite Sega game (and dolphin) and one of ours too. Mind you, we don't get to spend two weeks swanning around Florida with some real dolphins just for publicity like Ms Dennis. Pah.

6 MICKEY MOUSE II

The mouse with the ears is back, and this time he's brought his dad. Well, not quite, but M-I-C-K-E-Y-M-O-U-S-E has returned to the Master System in this high-notching platform jape which we like lots.

7 MICRO MACHINES

Possibly Rad's fave game of all time. The release of this groovy racing title has been held up a bit, but it's worth waiting for. Only positioned so low because no one'll play against Rad anymore — cos he's not very good!

8 MASTER OF DARKNESS

Chipper Castlevania-style Gothic horror adventure of doom. Loads of zombie-dispatching fun and larks over a number of long and taxing levels. And it's got Dracula in it.

9 LEAGUE SOCCER

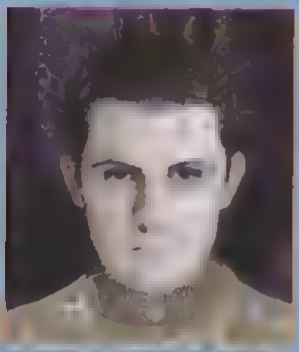
A new entry into the charts, this above-average soccer game really makes the grade with the amazing four-player tap option!

10 STREETS OF RAGE II

We've witnessed the tearful reunion between Adam and Skate about a million times, but we still love Streets of Rage II, especially for all the two-player fun it offers.

ANDY MCVITTIE | ANGUS SWAN | PAUL DAVIES | DAVE KELSALL | TOMMY COX

YOU HAD TO BE THERE... THE TOP FIVE FRASER GRAY JOKES



Shouted with a large lump of polystyrene over each ear.

Shouted whilst goose-stepping around the office.

Sung to the tune of The Sun Has Got His Hat On, with a sinister gleam in the eye.

Because he couldn't a-fjord it.

Whilst debating about the various subversive influences in games with the crew of Megatech.

PLATFORM GAMES

Robocod

Our current favourite platform game has to be the adventures of the way-eared scamp Buster Bunny and his pals.

Master System owners rejoice, for Mickey Mouth rises again. His second MS outing is one of the finest platform games around at the moment.

Not just a platform game, it's a beanfeast of death. Fans of platform and mass murder fans should find great enjoyment in this splendid

Spider Man

It looks great, sounds great and plays very well. The trouble is, it's just that lot bit too easy to qualify it for the premium chart spot

It's old but it's still great. Amazingly, most Megadrive owners don't actually own a copy of this, which is pretty surprising because it's fab.

A fab Marvel license makes it way ever for Megadrive conversion and comes out a right treat — any X-fan is bound to love this.

More old game fun here, with the original Spidey title. Mind you, this is probably the only game with the license to fully explain Spidey's abilities. A good bet for both platform and comics fans alike.

Stunned the world last year by being better than Sonic, which it is. A huge game packed with things to do and places to explore. However, it's not on Christmas, so it has to stay near the bottom of the chart till December.

Pretty much ready to collect its bus pass, this one. However, we're not ageist here, and just because this is a pretty early Megadrive game doesn't mean it isn't very enjoyable, and indeed challenging. It's crap on the Master System though.

Not the most visually stunning game in the world, but Ex-Mutants is long and hard enough to satisfy even the most demanding of customers (copyright Carry On

Alien 3

SUPE

PLAYERS 1

TRA

VIRGIN

JUNE

CONTROL: JOYPAD
CONTINUES: EARNED IN GAME
SKILL LEVELS: 3
RESPONSIVENESS: SKILL
GAME DIFFICULTY: TOUGH

TWO LEVELS COMPLETE

This is an improved conversion of the original Sega arcade game — which hasn't even been released yet!

Use the D-Pad to zoom around the screen, using the jump button to take to the air. Various attacks are activated by using the punch button. Special powers are invoked by flying and then using the punch button.

Jump/fly

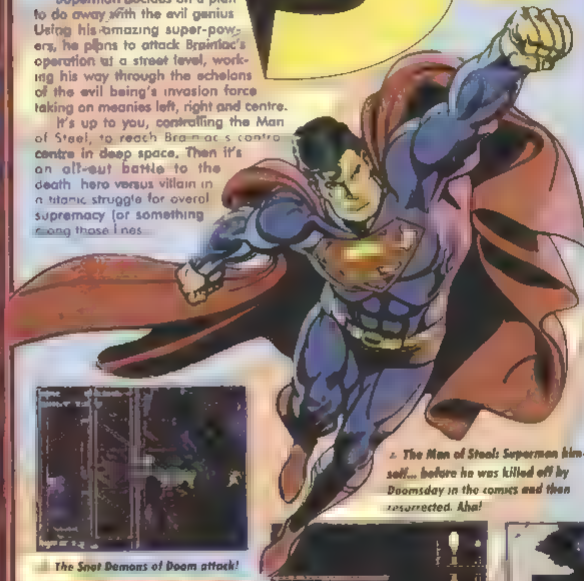
Punch, then fly

Guide Supes through the wide, three-dimensionally scrolling levels, dishing enemies and negotiating end-of-level bosses!

Oo-er! Superman's in deep do-do! One of his many enemies, one Brainiac, has learned of the intimate connection between the Man of Steel and Lois Lane and in a fit of rage has kidnapped the lovely reporter! Now with Superman busy on the rescue attempt Brainiac and his demonic minions are bent on taking over the entire Earth!

Superman decides on a plan to do away with the evil genius. Using his amazing super-powers, he plans to attack Brainiac's operation at a street level, working his way through the echelons of the evil being's invasion force taking on meanies left, right and centre.

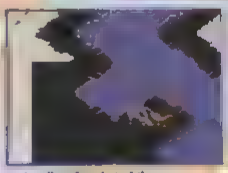
It's up to you, controlling the Man of Steel, to reach Brainiac's control centre in deep space. Then it's an all-out battle to the death: hero versus villain in a titanic struggle for overall supremacy (or something along those lines).



▲ The Man of Steel: Superman himself... before he was killed off by Doomsday in the comics and then resurrected. Aha!

The Snot Demons of Doom attack!

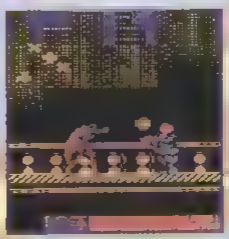
"Raving, I'm raving"



An all-action shot of the game.

ANDY

Superman is a fairly decent Master System release. The graphics are okay, the gameplay is very smooth and quite compelling. As Rich says, the best thing about this cart is that the difficulty level is pitched so well. Although at first the gameplay is very tough, it's still quite addictive — and that quality keeps you coming back. An above average release worth looking at.

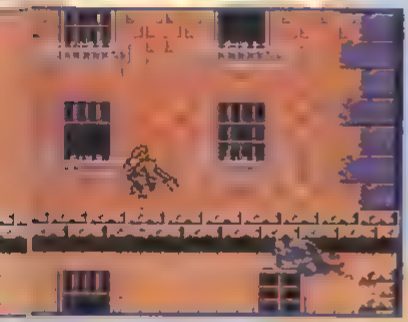


OTHER POWERS OF DOOM

Superman has access to a number of fabbo powers. The most obvious of them all are his flying powers — which take effect if you keep your finger held down on the jump button. Once flying Supes has the ability to make use of his topper heat vision. Whilst not as powerful as his super-powered fists, it comes in handy for blowing up any flying meanies.

ERMAN

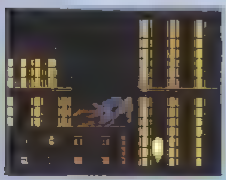
Hang on? Wasn't Superman dead in the comics? Well, yes, but as we write this, DC Comics have just released a new Superman series called Superman Lives! Now there are FOUR Supermen. Clark Kent's body has been resurrected but his spiritual essence has been lost and he's a lot nastier. There's a Superman who's actually a kid who is a clone of the original Superman. Oh, let's not forget the cyborg Supes, who can't remember Superman's previous existence. Finally, there's a construction worker (who is in fact a technical genius), who creates his own Superman armour! Strange eh?



The game's cocky intermission screen in all its glory.

YES SIR, ICON BOOGIE

Superhuman powers don't come cheaply — not even for Superman. Dotted around the landscape are various Superman logos. Collect these to endow Supes with a superhuman power. For example, in the first level, collection of an icon endows Supes with heat vision. Ideal for in-flight meanie frying. Other collectables give the Man of Steel extra stamina. Very useful indeed.



SUMMARY

RICH

Superman is initially quite frustrating. It's too tempting to shoot up into the skies and promptly get blasted by a meanie that shoots on to the screen. The key, of course, is patience, and once I'd spent a bit more time on the game I began to like it. The control method is exceptionally well programmed and the action is smooth, very fast and quite addictive. It's also a very tough game too. Working your way through the levels takes quite some doing, but you always seem to make some progress, which always brings you back to the game. It's not a classic release, but it's certainly worth checking out if you're after a game with some challenge.

PRESENTATION

66

▲ Some options to tweak and a nice title logo...

▼ But the Daily Planet intermission screens aren't up to much at all — in fact, they look cack.

GRAPHICS

69

▲ The smalling's some of the best seen on the Master System and the animation's quite good.

▼ The sprites are very small, there aren't many of them and some of the backdrops are a bit dodgy.

SOUND

55

▼ A veritable cavalcade of average sound effects coupled with instantly forgettable "music".

PLAYABILITY

72

▲ Superman's fast and playable. The difficulty level is pitched just right.

▼ The initial difficulty a lot of players had with the game might be its downfall in the playability department.

LASTABILITY

78

▲ The game's very tough indeed — and that's on EASY mode! On the NORMAL and HARD settings, Superman will take AGES to beat, and you might get too frustrated to play it right through.

OVERALL

75

Better than the Megadrive version! Superman is fast, tough and playable. However, it is very frustrating, which will put a lot of players off the game.

TBA

ACCLAIM

RELEASE JUNE

CONTROL: JOY PAD
CONTINUES: REMATCH
SKILL LEVELS: 3
RESPONSIVENESS: LOOSE
GAME DIFFICULTY:

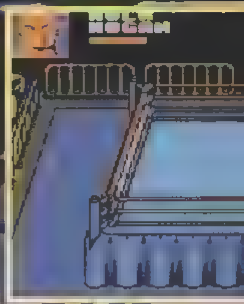
Completed EASY level

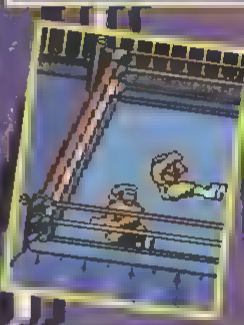
The WWF stars move to a Master System version of their rock 'em' sock 'em' wrestling events.

The joypad is for movement in the ring, and choosing grapple moves.

Move your wrestler around the ring, punching and kicking your opponent to weaken him. When fully weakened, perform a successful pin for a count of three.

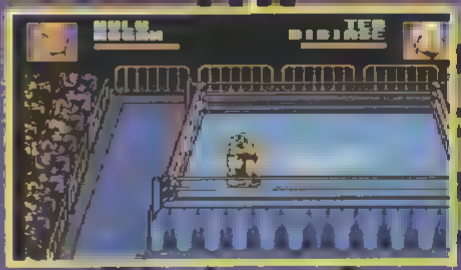
WWF STEEL CAGE CHALLENGE





You often have to suffer for your art and wrestling is no exception. These paragons of the body beautiful spend many grunt-inducing hours in the gym only to subject themselves to the mercy of the ring, and the scrutiny of senior citizens. And for what, apart from the Olympian ego of the sporting elite?

Well, the truth is, most wrestlers are actually quite fond of their beer and tabs, greasy eggs and chips, and 'full fat' Coke. Now, these obese specimens come to the Master System where the roughest rumbles take place in the steel cage, in a multi-format wrestling event for one or two mean mutha!



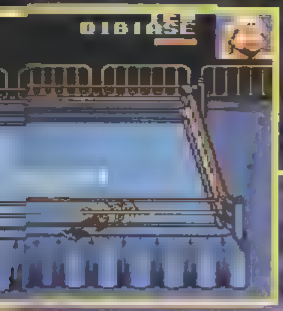
▲Come Dunking never had it so good! Ooh, watch my manners, heavy-breath!

GUS

This is much the same fare as the Megadrive game, but seems to strip out most of the fun, and make the most of the bad features. Moving the characters round the ring is simple enough, but once in a grapple, the control method seems to desert you, leaving you often to the tender mercies of your opponent. Graphically, the fun has been lost, with each of the wrestlers drawn much the same and being animated quite poorly. No spotty pants or extravagant throws. In fact, it's all so terminally dull that I was yawning within minutes of switching it on. It's superior to disastrous fighting games like Pitfighter, but WWF is still dull as dishwater.

GRAPPLE UP

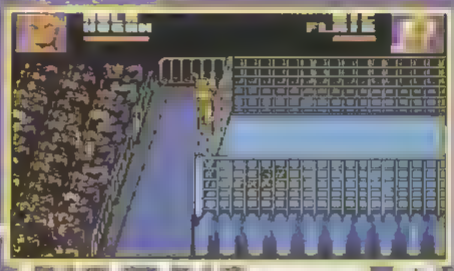
There are two stages to any wrestling match. The first is when both opponents are still standing. This is an undesirable state of affairs, so the task is to take someone out (not for a curry). Repeated punches or kicks are a useful way of knocking someone off their feet. Even more effective is a grapple which involves grabbing the foe, then executing a variety of nasty turns like shoulder throws and head-butts. Throw them off the ropes and then floor them with a clothesline. But grapples can go both ways, so a fight for control often ensues. A floored fighter recovers in relation to the length of his energy bar. When he's weak, a pin should follow a throw, as victory comes after only a count of three.



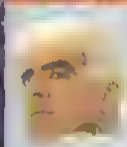
How did I get roped into this debacle anyway? Let me out, I want my mummy!

SAME OLD FACES

There were eight featured wrestlers on the Megadrive version, but some rearrangement and additions have brought the line-up up to ten here. The Undertaker, Rick Flair, Bret Hart and Tatanka join regulars Ted Dibiase, Papa Shango and (of course) the Immortal Hulk Hogan. But what happened to British Bulldog and Ultimate Warrior? **(They left the WWF — Rich)**



COMMENT



This doesn't look too bad.

Although the graphics are really small and the ring quite dull, the sprites aren't too bad. However, the scale of the sprites combined with their speed gives them an insect-like gait that's very unrealistic. The control method's very dodgy, making play frustrating and ultimately, dull. WWF is awash with colourful personalities each with their own characters and techniques. Unfortunately, there's none of that in this game, making WWF Steel Cage Challenge a tiresome wrestling sim that I really can't recommend.

RICH

Ahhh... what's that I see coming?

Mama Yah! I fancy Hulk!

SPRITING IMAGES

The Master System version of WWF is very similar to the Game Gear edition apart from the omission of the two player option. Prospective buyers should realise the negative effect this has on the lasting interest. Also the graphics appear much smaller on the Game Gear and are quite difficult to discern on the small screen.

PRESENTATION 69

▲ Four play modes: single, tag, tournament or team tournament — three difficulty settings.
▼ A password mode would have been a good idea.

GRAPHICS 61

▲ On the Master System at least, the graphics are clear and the sprites not too small.
▼ Apart from the cage background, everything looks very dull and static that way.

SOUND 60

▲ Each fighter has a personal tune played before fights and after victories.
▼ But these are sad and routine thump effects don't help much.

PLAYABILITY 48

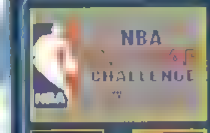
▲ Knocking seven colours out a friend is fun, especially with a tag team.
▼ But the imprecise control method, and annoying action is frustrating.

LASTABILITY 33

▲ Even the easiest level is tough to beat...
▼ ...but that's down to imprecise controls and frustrating play. Interest in the game soon dies.

OVERALL 47

A bit of a John Major type of game. Not offensive to the eye or ear, but it just doesn't do anything for the player. Wrestlemania fans will be disappointed with this one.



1-2 PLAYERS

PRICE: TBA

BY: FLYING EDGE

RELEASE: TBA

OPTIONS

CONTROL: JOY PAD
CONTINUES: N/A
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: Easy

1ST DAY SCORE

N/A

ORIGIN

All-Star Challenge features the stars of America's most famous basketball teams, in a head-to-head format.

HOW TO CONTROL

The joypad controls the movement and position of the player on court. Handly a ground-breaking control method, but it does the job...

Jump/Shoot

Steal

Slam Dunk

Starts and pauses the game.

HOW TO PLAY

In each of the sub-games, score as many baskets in the shortest period of time.

In America, where basketball creates more mania than just about any other sport, every driveway of every suburban house has a hoop attached to the garage. That's where 'Pop' and 'junior' go to 'shoot the hoop' on all those American sitcoms, like Roseanne. Practising those ball skills in a one-on-one tournament seems to be a national obsession.

NBA All-Star Challenge is a recreation of this 'informal' knockabout, using only the area around one basket, and featuring the cream of players from the four NBA leagues, in a series of short, simple games.

It's the baldy eatless man!

NBA A CH

VARIATIONS ON A WELL WORN THEME

The only view you see in all the different sub games is a static position at one end of the court. That basket is your only goal, your only aim, your path to sanity. Study now the variety of game options:

ONE-ON-ONE

You against the computer or another player. Choose either to play for a specific time, or until a points target is reached. You may steal and block, but the usual violations of five-a-side basketball prevail. Possession alternates after a basket is scored.

HORSE

A variation where two players have a skills match. One player plays a shot, and if successful the other must score from the same position, marked by an X. If he fails, he is awarded a letter from the word 'Horse'. If the word is completed he has lost.

THREE POINT SHOOTOUT

Test your skills at shooting from the three point line, a wide arc surrounding the basket. Each player has four balls, thrown from 5 different positions on the line. Brown balls score one point, striped balls are worth two.

FREE THROWS

The player stands directly before the basket, and a crosshair rolls drunkenly around the goal area. Guide it to a position over the backboard and shoot. Choose how many balls you want to practise with.

COMMENT

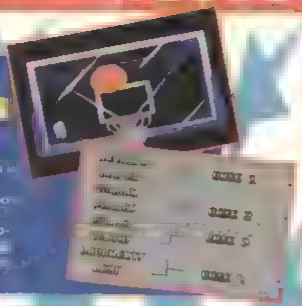
GUS

People must be very desperate in America if they want to go to, play in or be associated with events like these. I'm not so far gone as to enjoy playing the console version. This is just utterly dull and boring. You might wonder how a limited skirmish in a confined area of the court could work as a game. It doesn't. The graphics and presentation are fairly average, but the game is non-existent. It's not even engaging the first time you play, and offers no lasting value whatsoever. This goes down as one of the worst basketball 'games' ever.

ALL-STAR CHALLENGE

ONE-ON-ONE TIMES FOUR

The Tournament option is the same as the one-on-one option, but each player selects four characters to face four opponents, and play two qualifiers to a final.



COMMENT

MARK Incredible, this is like the appalling Jordan vs Bird, but somehow worse. The individual 'events' are almost identical, no matter how you dress them up the aim is still to get the ball through the hoop. As if that wasn't repetitive enough the same bit of court is used for nearly all the events, which is a bit of a con if you ask me. It also lacks several import facets, such as a competitive element and fun. Most basketball games are tedious, this is just downright cruddy. If you're that desperate for a basketball cart check David Robinson's Supreme Court by Sega — at least that's playable.

VIOLATOR

As in normal basketball, certain actions result in fouls. Here, there are no free throws, just a change in possession. Travelling occurs when a player dribbles, stops or jumps, then continues without shooting. Charging and [illegible] player makes contact, or inhibits play. Time violations are also possi[illegible]

MAGIC, JAZZ, BLAZERS, SUPERSONICS

Each of the 27 teams of the Association fields one player, usually the best known, highest earning etc. Each player has his own characteristics for speed, accuracy and tackling.

PRESENTATION 81

▲ Nice graphic presentation of players and menus.

GRAPHICS 61

▲ Good player animation and close sprites. The court looks okay
▼ Very dark, dull colours, and virtually no variety.

SOUND 52

▼ A non-descript array of barely acceptable sound effects and lacklustre music. Not good, by any stretch of the imagination.

PLAYABILITY 36

▲ There is a two player option, which offers head-to-head play.
▼ Very limited range of action. No variety. Stuff from the very first play, although some players are quite skilled.

LASTABILITY 25

▲ Two players might get some fairly entertainment.
▼ Repetitive and [illegible] gameplay holds zero lasting appeal.

OVERALL 29

A dull, water-thin excuse for a game that basketball fans especially should avoid at all costs.

PRICE £39.99

OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 3

1ST DAY SCORE
73,570

ORIGIN

Based on the popular cartoon series starring the eponymous, environmentally-friendly superhero.

HOW TO CONTROL

Hmmm, let me see. Run jump and shoot the baddies. Hey, where have I seen controls like that before?

HOW TO PLAY

Guide your Planeteer through the mass of traps in the various levels. Zones, avoiding damage and destroying the doomsday machine.

CAPTAIN PLANET AND THE PLANETEERS

HOW GREEN IS MY VALLEY.

KWAME: African born Kwame's keen interest in saving open spaces and endangered species (Jeremy Beadle?), with his powers of Earth, Kwame hurls rocks at foes. Use button A or three rocks at once (button B).

LINKA: With an Kit Jarger than Bernard Manning's sweater, Linka is music and com... bear not, heals from Kwame. With a bear bag (or two) she fires one arrow to heal. She fires one arrow (button A) or three together (button B).

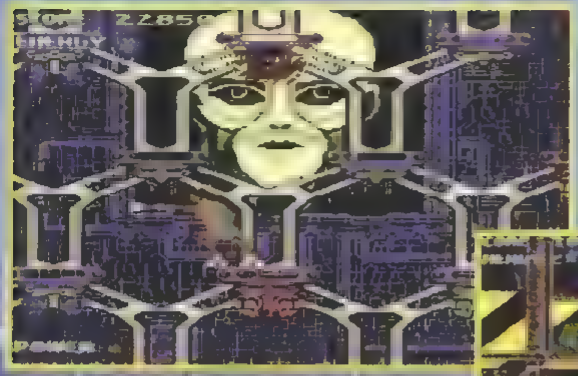
WHEELER: This is a tough street kid from Brooklyn whose convalescence o... and a fire brand... due to his quick... temper. He's ... with fire and throws one fireball with button A or three with button B.

GI: This Asian ... is into high tech, high style and rocky ... suit. She's aware of home... in the water and even talks to fish (although they don't ... her water balls are three times as when using the super button).

MA-TI: The baby of the group, Ma-Ti grew up in the ... Rain Indians ... Amazon. He possesses the secret of the Rain Forests and ... special healing skills. However, Heart, his new companion ... communicates with the other ... across vast distances.

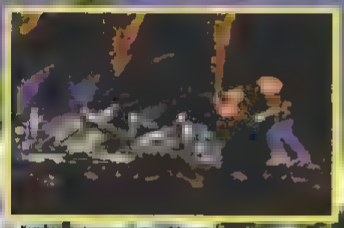
TRIP: She's the Planeteers ... source of wit... ideas, info and advice. As the spirit of Earth ... her health depends on the health of the planet.

...he (made out of squeezy bottles, double-sided sticky-tape and old ... ...) are based on the ... ...apanese ... ...blue Power ... which will ... ...main enviro... ...mental dis... ...the world ... ...e thoughts ... ...ace membe... ...nd saying "... ...ain Planet slips ... ...ss. His fellow Planet... ...on ... Hope is ... ...to s... ...the worl... free the ... ...po... ...ers to negotiate ... ...toxic Zones ... and shut down the pollu... ...machines against ...

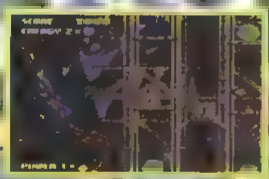


POWER TO THE PEOPLE

You start your quest with four globes of energy which can be replenished along the way. When your last globe disappears you're warped back to the last-alert screen and have to start again or choose another Zone. You also start with four power units which can be boosted with power pellets that leak from fallen enemies. Beware because when your power runs out your Super Blaster is useless and you can only fire single shots every three seconds.



You break it now you've got to pay for it



BLOT ON THE LANDSCAPE

Much as they get slagged off, without the obligatory baddies there would be no game. So here they are in all their technicolour glory.

DR BLIGHT: This nutty scientist gets her kicks from creating biological freaks that waste the environment. MAL, her supercomputer, assists with obvious glee.

DUKE NUKEM: A victim of his own catastrophic experiment, this is your very own glow-in-the-dark mutant who's made as radio-actively arm as rams up of every nuclear melt down — to make things worse. His assistant is the dopey Leader.

HOGGUH GREEDLY: This [illegible] pig is saving the world out of house and home to [illegible] for his gutsy stomach. Oink!

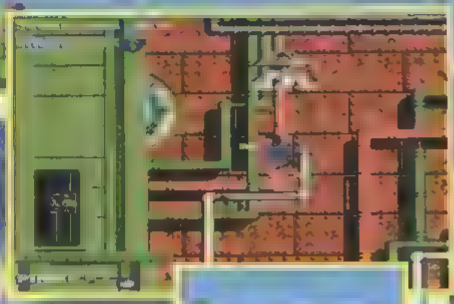
NOUI TRUMM: An [illegible] thoroughly unpleasant rat-like bully who thrives on filth and disease — particularly spread by them — together with his mate, Squeak.

ZARM: This malicious earth spirit is the exact opposite of Gaia who plans to sink the world in gungy pollution!

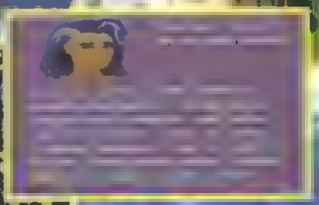
COMMENT

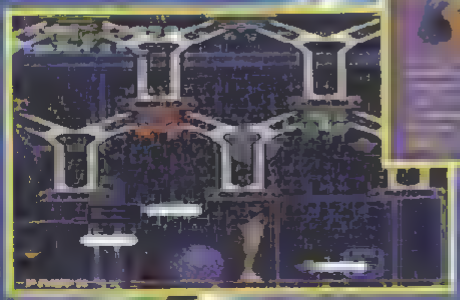
LUCY

Having played very mediocre versions of this game on other formats I wasn't expecting miracles from this version — and wow, was I right. There isn't even a whisper of a miracle in this game or, for that matter, much gameplay. On switching on, I was almost impressed by the presentation and going into the game I noted the graphics were not much worse than other shoot 'em up puzzle games such as Toxic Crusader which although cocky looking are mucho fun on the gameplay front which is what I expected from Captain Planet — how wrong I was. The controls were horrendous with Planeteers who, in the immortal words of Simon and Garfunkel, kept slip-sliding away. All the time. Off everything! With decent controls this could have been a half decent game but as it stands it's a waste of space and a waste of money — steer clear.



DANGER ZONE!





COMMENT

RAD

Captain Planet wasn't what you could call an inspiring cartoon, but even then it was still better than this pant factory.The basic idea of a number of different puzzle levels, each with their own theme and tests on your gameplaying skills may sound interesting, but the execution is so abominably poor it ruins what could have been an entertaining proposition The control are very sloppy, the collision detection is terrible, your Planeteer constantly drops through platforms s/he should have landed on, and the puzzles themselves are laughably easy. There are three very difficult things about Captain Planet however. One is getting your character to do what you want, the second is keeping your temper for long enough t complete more than one level, and the third is actually believing that anyone has the guts to ask money for this

PRESENTATION

53

▲ The zones are all vastly different and the presentation screens are very bright and cheerful.
▼ No two-player option or continues! Ugh!

GRAPHICS

47

▲ The sprites are large...
▼ But are badly defined and the backgrounds are reminiscent of some Master System games.

SOUND

48

▲ Some thrilling tunes.
▼ The sound effects are nasty and irritatable in their imagitude.

PLAYABILITY

28

▼ Frustrating beyond belief as you struggle to make your Planeteer obey the simplest instructions — la-mated

LIFE

22

▼ After just a few minutes wrestling with the clumsy controls you get an urge to feed your Megadrive through the nearest window never mind pick up the joypad for another bash.

OVERALL

31

A very average lacklustre game that... into an absolute shambles of a...

CODEMASTERS GO MENTAL COMP!

The excesses of the software houses is legendary, but there's more than the usual quota of champagne flowing at Codemasters. Those Darling brothers are justifiably cock-a-hoop at being pals with Sega, and are releasing their topper hit Micro Machines in July.

If your memory's poor, let me just remind you of that wondrous little racer, Micro Machines, that scored a stonking 93% in MEAN MACHINES SEGA, issue 4. A two-player classic, you get the chance to crash out in speedboats and tanks — and do it on the kitchen table!

THE P...

So, in celebration of the game, Codemasters has joined forces with electronics giant Philips to provide one hell of a prize for some lucky MEAN MACHINES reader. Just chew on this.

A stonking 17 inch Philips Fastext colour TV with Nicam digital stereo, onscreen display and full remote control (for your lazy convenience) altogether worth a whopping £299.99!

A spanking new Sega Mega-CD, for hi-tech Megadrive japes!

A copy of that very same Micro Machines

THE CATCH

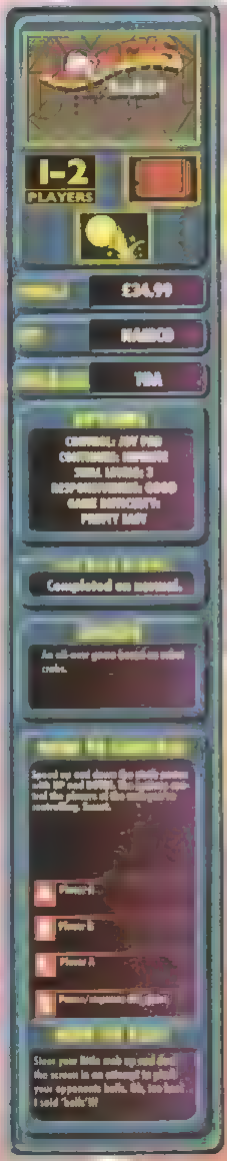
There isn't one. Well, not really. Just answer this slightly brain teasing question about the size of small measurements. Which is the smallest on a scale of itchy to whopping?

1. A yard. 2. A centimetre. 3. An inch. 4. A millimetre.

Send us the answer on a postcard and complete the following sentence in less than 10 words: 'If I were Micro Machine sized I would'

Then send your entries to
MICRO MACHINES COMP
MEAN MACHINES SEGA
PRIORY COURT
30-32 FARRINGDON LANE
LONDON
EC1R 3AU

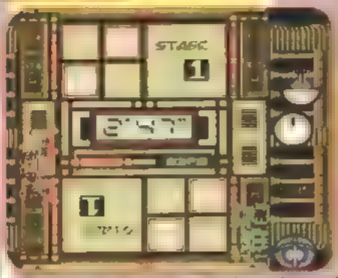
Entries to arrive no later than 30 June. The editor's decision is final because he's rock 'ard. No member of the EMAP group, Codemasters or albino squirrels or anyone linked with aforementioned in any way whatsoever may enter the competition so ya boo sucks. Probably.



...rd which aptly describes this game. Fo... ...ideed the very subject matter of the... ...title. Yes, the ball game of the future is unlike any we know today. It's not so... ...mighty metallic game of Balljacks. This game is... ...played in arena using two... ...behind them...

...get three rounds wins the match.

...re, with the up and down moving your crab clos... ...ails and the joypad buttons operating your tool...



"Dave, I asked you not to put any captions on this spread."

CRABS NIPPING AT YOUR BALLS

Each crab is equipped with a pair of... ...sucker-powered sucker pincers. At the press of a button one of these... ...shoots off towards the ball and then... ...homes back in to wherever the crab is. The A and C buttons control one claw, whereas the other is fired using button B. If the pincer has a ball in its grip the best idea is to try and damage your opponent by dragging the ball through them. Once a crab takes too much damage they lose the use of one or both of their claws. Once this latter happens they have to crawl into their crab bumper where they are splashed with a healing mechanism.

..."I mean it's not the most interesting game to look at"

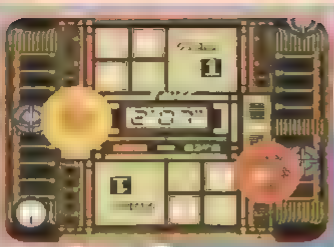
"But I thought it'd make the pages look pretty," cried Dave.

BALL

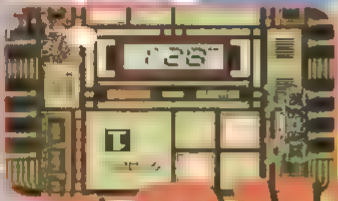
COMMENT

RAD

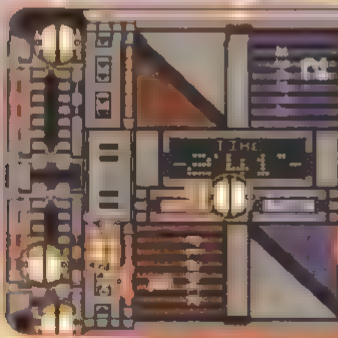
Balljacks really is quite a simplistic game and no mistake. There's one arena and a whole five opponents in the World Championship and that's about it. However, despite everything there really is some kind of perverse enjoyment to be gleaned from playing Balljacks. Once you have your tactics sussed and you know what you're doing when it comes to grabbing the balls and smashing up your rival it's actually quite a laugh. Some of the computer opponents are incredibly devious and are able to steal all the spheres and destroy your crab in seconds. In fact, as you get a bit into the game you realise how completely unfair it is, with the difficulty level merely appertaining to the impossibility of the strategies pursued by the opposition. However, these problems are gone in two-player mode, and it's easy to while away the minutes with a quick game of Balljacks. The thing is, whilst you may find yourself enjoying the game, you're laughing more *at* it that *with* it. The basic concept is quite novel, but it's all far too limited to have any real lasting appeal.



"I wouldn't say that this was pretty," moaned Andy



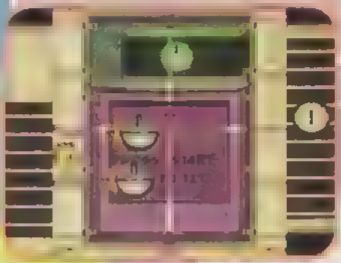
JACKS



"A-ha, I understand. You can't think of anything to write!" proclaimed Dave

PINCER MOVEMENT

If one of your spheres is heading over to your opponent it's possible to reclaim it simply by grabbing it out of your rival's grasp. Just aim at the ball and fire your pincer, although the other player does get a chance to steal it back off you again! Only strategically placing your grab to alter the flight path of your existing claw avoids that hour-long give-it-here-it's-mine tussles.



COMMENT

RICH

Oo-er! Balljacks really is a cheap and nasty game. The action, although fast, is utterly simplistic — basically being a case of pinching the other player's balls (fnerk) and doesn't really grab the player at all. In fact, the most enjoyment you get out of this is by laughing at how forlorn and sad it is. However, as Rad says, the action is strangely compelling – especially with two players (where you usually end up comparing notes on the game's deficiencies and laughing wickedly). That, coupled with the game's novel idea, keep you glued to the console for quite a while. I can't honestly recommend that you shell out real cash buying this game, I'd save the money and save up for a far more worthy purchase.

PRESENTATION 67

▲ Plenty of options and a couple of half-hearted presentation screens.

GRAPHICS 73

▲ The cuts are quite good.
▼ The screen gets [illegible]

SOUND 65

▲ [illegible] selection of dull tunes and muffled sub-Master System effects.

PLAYABILITY 67

▲ Quite fast and strangely absorbing.
▼ Although it's actually mind-numbingly [illegible]

LASTABILITY 58

▼ Not enough opponents to beat and the shallow gameplay means it probably won't last long.

OVERALL 63

Weirdly enjoyable — for a short while. After the novelty wears off Balljacks' appeal plummets faster than that 'plane out of Alive.

PRICE £39.99

BY SEGA

RELEASE JULY

OPTIONS

CONTROL: JOY PAD
CONTINUES: 3
SKILL LEVEL: 1
RESPONSIVENESS: EXCELLENT
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

700,000

An original product, but the idea of mobile attack suits (Gradius or Valkans) have been big in Japan for years. Now Ranger X joins them.

HOW TO CONTROL

LEFT/RIGHT walks the Ranger suit. UP activates vertical thrusters. DOWN crouches, or joins suits together.

Fire Common Shot

Fire Special Weapon/Harness Special Weapon

Fire Common Shot

Starts and pauses the game.

HOW TO PLAY

Guide the Ranger X through each level, using the radar to locate each boss. Destroy the attacking forces.

The development of the mobile armoured attack suit was the biggest advance in war technology for a generation. These heavily protected and highly manoeuvrable weapons could take a single operative into the heart of an enemy battalion. The founding of a dedicated unit, skilled in using these devices, was inevitable. Witness then, Ranger X!

Ranger X's hour of greatest glory, was the Earth's moment of greatest peril. Enemy forces from beyond the solar system had made a concerted attack, establishing ground and subterranean bases. Ranger X units were despatched facing innumerable odds with only their remote control transport units. In the vaults, forests and skies, the future of the Mother planet hangs in the balance.

MEGA GAME

RAN

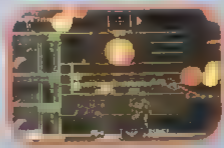
SPECIAL WEAPON VARIANTS

Projectiles which, when dropped, explode on contact and travel in a wave, right or left

Intense burst of pressurised plasma. Causes excessive drain on power resources

Twin laser beams which rotate around the ship's axis, searching for a lock on target. Moderately powerful

Homing weapon. A squadron of exploding eagle cyborgs devastate a single enemy position



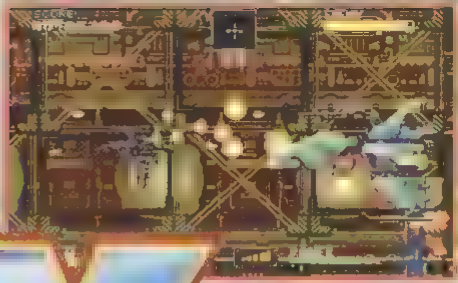
Small green beams shoot out, expanding into an enormous smart bomb effect! Yowzers.

BEAMER CARRIER

The Ranger's back-up unit is the Ex-Up... movements of the or... Some Ranger X suit... Both units may be... combined to a single... place, which has a... homing cannon. Alternately, the... Ranger suit may ride... on top of the unit, taking it safely through hazards like acid.

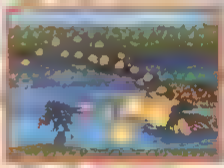
ATTACK SUIT DESIGN

The attack suit has two weapon modes, a powerful repeater cannon, and the use of a specially attached weapon. The cannon is forward firing, and there are two fire buttons, which automatically reverse the direction of the Ranger suit. This means you may fire in a direction whilst retreating. The special weapon uses vast amounts of supplementary power, but has devastating effect.



Burn! Burn demo !!!

GER-X

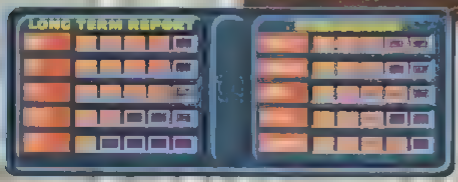


At last! Finally! Bring them speeds ON!

COMMENT

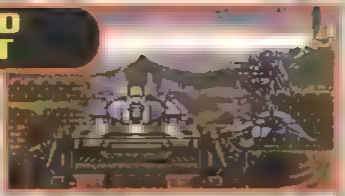
Ranger X is [illegible] smash-hit. The more I play the more I appreciate a game of this quality, that has so many features, it should appeal to just about every Megadrive owner. The idea of a mobile attack unit is very close to Lemmi's Cybernoser (a Super NES game), but this has been executed even better. The levels are a mix of non-actione shooting and subtle strategy. The intricacies of the overall level, and using the various units to their best advantage, even the most reliable special to employ, all add depth to straightforward destruction. The graphics are superb in every aspect as is the presentation. This has to be one of the best products out for the Megadrive. Get

Could I just use this thing to [illegible]



FLUX AND CONVERT

Blue convectors are easily identifiable, and fle strateg ca ly around each level. By using them, the special power reservoir is converted into shield energy. This is a useful way of bolstering a suit which has come under heavy attack. The potential for conversion is infinite.

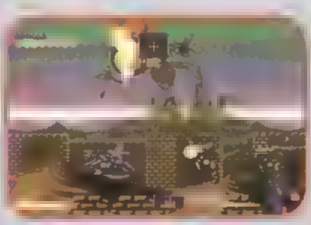


STAGE PREVIEW

There are eight levels of intense blasting action in Ranger X, five of which we've decided to brief you with. You'll have to play the game itself to find out about the remaining three levels. Although we've completed the game, we're not going to give it all away.

STAGE ONE

Ranger X takes a trip underground with the express intention of taking out the enemy power grid. Various generators are dotted around the level, which spew shrapnel when the good Ranger attacks them. Destroy them all to gain access to the boss' underground tunnel — depicted in some of the greatest parallax 3D to ever reach the Megadrive!



This is Ranger X. He's a large blue robot and he's hard. Not as hard as Oz, but hard nevertheless. Unfortunately for him the boss he's fighting is even harder! Doh!

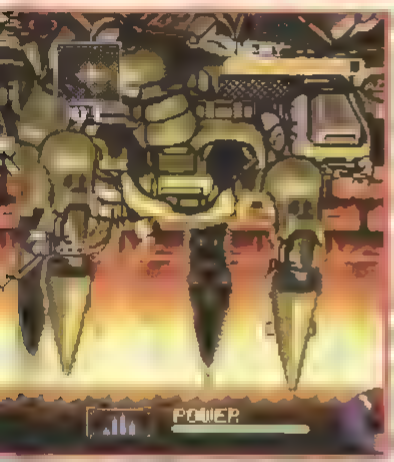
STAGE TWO

Ranger X takes a trip underground with the express intent on of taking out the enemy power grid. Various generators are dotted around the level, which spew shrapnel when the good Ranger attacks them. Destroy them all to gain access to the boss' underground tunnel — depicted in some of the greatest parallax 3D to ever reach the Megadrive!

STAGE THREE

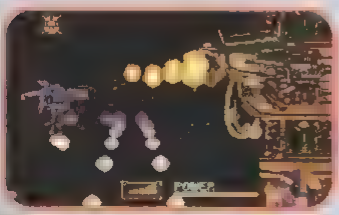
It's time for a trip to the woods... but not for a picnic! The alien legions have amassed more generators that MUST be destroyed! Only then can you progress to the lake and destroy the twisted crustacean that inhabits the murky depths!

COMMENT



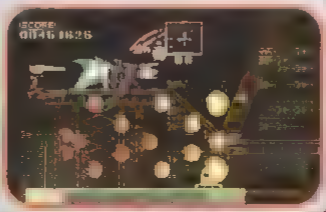
STAGE FOUR

Ranger X arrives at the foot of an enormous sky scraper! Fly up, destroying the enemy, until you reach the very top of the building. Only then can you progress to the boss stage — a vast cityscape with a massive generator to destroy! Hurrah!



STAGE FIVE

By now, Ranger X's presence has been passed on to the authorities, who bring out the most devastating hardware with which to do him in. This city is a potential deathtrap, covered by laser-spewing meanies and robots that stay behind you and fire no matter how fast you turn around! Aieeee!



PRESENTATION 92

▲ A couple of nice levels, and spookily atmospheric intro sequences.

▼ A two-player alternate option would have been nice.

94

▲ Excellent sprites and animation. Clever, imaginative [illegible] graphics and layers. Very smart to look at.

▼ Some of the vector perspective effects a little wonky.

83

▲ Excellent effects of [illegible] with groovy beats.

▼ The in-game music is perhaps the only parsley element of the game. Pretty dull.

PLAYABILITY 92

▲ Utterly brilliant gameplay, created by the wonderful handling of the craft, and the imaginative levels set [illegible]

91

▲ Each [illegible] level, and some of the stages are time-consuming, but absorbing. You'll play to the finish.

▼ You are quite through some levels once basics have been established.

OVERALL 92

What a groovy game. Ranger X is impervious to just about every criticism, so getting it would be jolly sensible. A totally amazing blaster!

2 PLAYER

PRICE: IMPORT

OUT NOW

CONTROL: JOY PAD
CONTINUES: NONE
SKILL LEVELS: 1

1st round of the tournament only

As original a concept as you can have with tennis. Designed to be the most realistic game in its field.

The buttons merely select your shot, the skill comes in using the D-pad to control the directions of the shot.

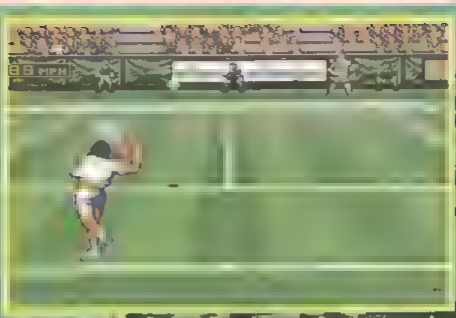
A Lobs the ball high over the net.

B Hard hitting, low bullet shot.

C Soft shots the ball just over the net.

S Starts and pauses the game.

Out-point a series of tough opponents to be declared the tennis champion of the world.

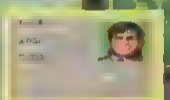


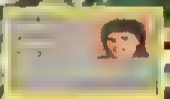
[illegible] Wimbledon once [illegible] on the horizon [illegible] people everywhere will [illegible] be riding the accompanying wave of enthusiasm and taking to tennis courts everywhere. This invariably leads to the scenes of cases of tennis elbow and sprains of just about every bodily joint. Thanks to Amazing Tennis designed to be the most realistic tennis game this side of Palm Springs, you can now waste your GP from your [illegible] and play the sport [illegible] to fork out for [illegible]

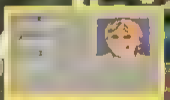
Amazing Tennis is the work of American programming supremo David Crane, the past 15 count 'em years has been responsible for such [illegible] as Pitfall, which is due to [illegible] Atari VCS game that sold [illegible] and the bizarre computerised pet simulation Little Computer People, where you had to look after one of the aforementioned people by feeding them and supplying them the odd [illegible]. His next [illegible] after this [illegible] of the Robbie

There are three basic shots plus a smash which comes into play if the other player lobs the ball while you're on the baseline. Applying the D-Pad at the same time as the racket connects sets you hit the ball left, right, short or long, depending on the direction you press. The angle the ball deflects off depends on when you press and the position you're in. This gives loads of potential shots but demands loads of practice if you're to hit the ball where you want it.

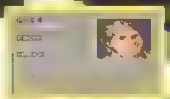
Oh look, some stats!


Oh wow, more stats!

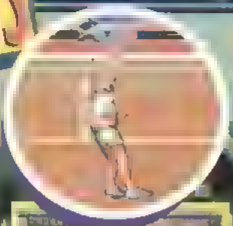

For all good statoholics!

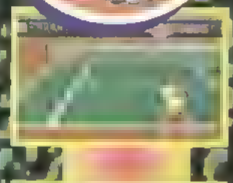

Who's a pretty boy then?

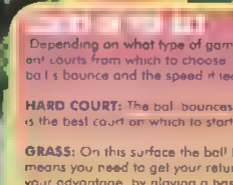
Lionel Richie, surely?!?


A balding git, surely?

DAVID CRANE'S AMAZING TENNIS







LONG TERM REPORT

BREAKDOWN

COMMENT

MARK In my previous sad encounters with this sport, I had the total skill level of a mandrill's butt. Consequently I faked many injuries to excuse my pathetic inability to get the ball over the net. This is where a game such as this holds plenty of appeal for me. Firstly it's very realistic, allowing you to concoct all sorts of devious shots from the basic three. The graphics are another boon, the large characters and smoothly moving court form the core of the game. My only criticism is that it's a trifle hard serving and returning the ball when you're at the top of the court. Apart from that this is the best tennis game yet on the Megadrive.

ANDY If this game was being reviewed on the Super NES, this comment would read differently — the Super NES has several rather good Tennis sims already — a version of this being one of them. However, the Megadrive is not similarly blessed. With the likes of the mediocre Grandslam Tennis and the tragic André Agassi effort as competition, this game stands out, head and shoulders, as the best Tennis sim yet for the Megadrive, both in terms of gameplay and graphically. The controls are a little awkward at first and play from the far side of the court takes a bit of getting used to but, as I found with the Super NES version, patience and practice soon reward themselves and, before you know it you'll be serving it up with the best of them. So, until a better game comes out, one to rank alongside the SNES' mighty Super Tennis, buy this one with all due speed.

PRESENTATION 73

▲ Plenty of options and a wide variety of opponents.
▼ It could have done with a training mode so that complete novices could get to grips with the gameplay before facing tougher opponents.

GRAPHICS 65

▲ Large, well animated sprites and a decent range of courts.
▼ It's hard to see what the player at the top end of the court is doing, owing to the perspective.

SOUND 78

▲ The familiar sounds of ball against wire, plus accompanying crowd noises are all good too.
▼ ... the lack of any tunes is disappointing, though.

PLAYABILITY 87

▲ Once you get the hang of things you can spend ages developing tactics.
▼ It takes time to learn how to time the shots.

LASTABILITY 90

▲ Plenty of tough opponents and also the two-player mode.
▼ The RPG overtones in the battle scenes isn't as accessible as the rest.

OVERALL 89

The best tennis game on the Megadrive. Oozing realism and containing great action with stunning graphics.

Court is in session

Depending on what type of game you play, there are three different courts from which to choose. These affect the height of the ball's bounce and the speed it leaves the ground at.

HARD COURT: The ball bounces at a normal rate and speed. This is the best court on which to start.

GRASS: On this surface the ball bounces lower and faster. This means you need to get your returns in early. This can be used to your advantage by playing a base-line game to catch out your unwary foe.

CLAY: While the ball bounces slower, it's also a lot higher. This gives you, and your opponent, much more time to hit the ball, so you can muster up almost any shot you want.

1-4 PLAYERS

PRICE £34.99

BY KANEKO

OUT NOW

CONTROL: JOY PAD
CONTINUES: 5
SKILL LEVELS: 3
RESPONSIVENESS: GOOD
GAME DIFFICULTY: EASY

TEST PLAY SCORE
1930

ORIGIN

Packets of crispy snacks and very poor platform games are the core to mention.

HOW TO CONTROL

Chester swaggers to the left and right in response to those directions on the D-pad. He climbs ropes by pressing UP on the D-pad and crawls along the floor by pressing down and diagonally left or right.

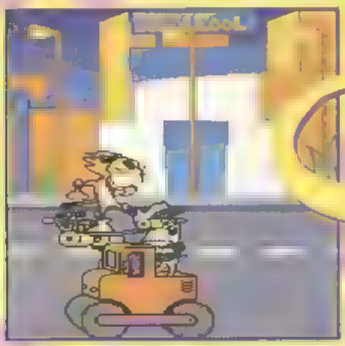
A
B
C
Pause and unpause the game.

HOW TO PLAY

Guide Chester through Four Corners Zoo. Negotiate the platforms and recover the pieces of Chester's bike in the process so that he may escape.

Think of criminals and you perhaps imagine people who steal or even kill to earn their title. Such characters deserve their time behind bars! Chester is a new breed of criminal. He doesn't so much rob items from passers-by then steal their attention by his disgraceful apparel - leopard skin, which he can't really help, and an appalling line in sunglasses and white boots, which he cant On top of this he rides about Hip City on a polka-dot motor-bike. Now if this doesn't warrant a criminal record we don't know what does!

All hail Mean Eugine and his Four Corners Zoo! After witnessing Chester's sad antics he takes it upon himself to lock this tragically hip wild-life away and throw away the key. Even better the shrewd Zoo Keeper dismantles the cool cat's offensive mode of transport and scatters the pieces across Four Corners Zoo. Great! Of course Chester has no intentions of having his style cramped, no matter how clueless this style is, and so sets out to recover his cred along with his bike bits. Are there any volunteers who might help him do so?



Suddenly, and in the most horrific fashion, Chester is afflicted by huge purple abscesses to his knees and elbows.

Chester explores the origin of his game's gameplay, or lack of it.

CONTROL

PAUL

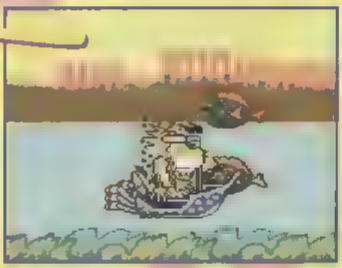
Chester Cheetah presents himself as a contender for the most boring game ever written. It's absolutely crying out for at least a handful of the interesting additives found in the snacks from which the character is derived. Certainly the 'E' additive, namely Excitement, is greatly lacking! Chester is a slow and cumbersome character who's awkward response to the control pod turns most players into a wild animal, screaming and scratching at the TV screen in anger. The game might look like fun but I can assure you that this is not the case. A 'Terry the Tortoise' game would probably more along faster than this! Besides which Chester is far too obscure a character to warrant any kind of interest outside the crisps isle in Tesco's or breathing Chester's cheesy-snack breath in someone's face — an experience that is infinitely more pleasant than playing this load of rubbish

Chester auditions for the post of bass guitarist in popular beat combo, Bon Jovi.

CREATURE COMFORT

Until now nobody has considered the state of cheetahs' feet as they charge about at speeds in excess of

... Too late.



COMMENT

GUS Chester may claim the opposite, but here he finds it all too easy to be cheesy. Selling crisps is one thing (being the mascot of Cheetohs snacks), but starring in a mediocre exploration game is something else. Exploration is the best way to describe the limited gameplay of bumping on the odd sprite and collecting coins. The graphics are the game's best point – well drawn and coloured and fairly well animated. However the gameplay is nowhere near as accomplished, being particularly slow as well as sparse. Instantly forgettable.

'Ough! Chester smells of cheese! Chester smells of che...ese! Waah!'

PRESENTATION 76

▲ The intro sequence is bright and colourful. The whole cart is presented in a funky comic style.
▼ No really useful options.

GRAPHICS 78

▲ A bold use of colour and the use of large sprites give the game a unique and attractive look.
▼ Unfortunately the whole thing is animated by the Captain Pugwash variety of basic animation.

SOUND 76

▲ Clear sound effects.
▼ Closely suited music.

PLAYABILITY 39

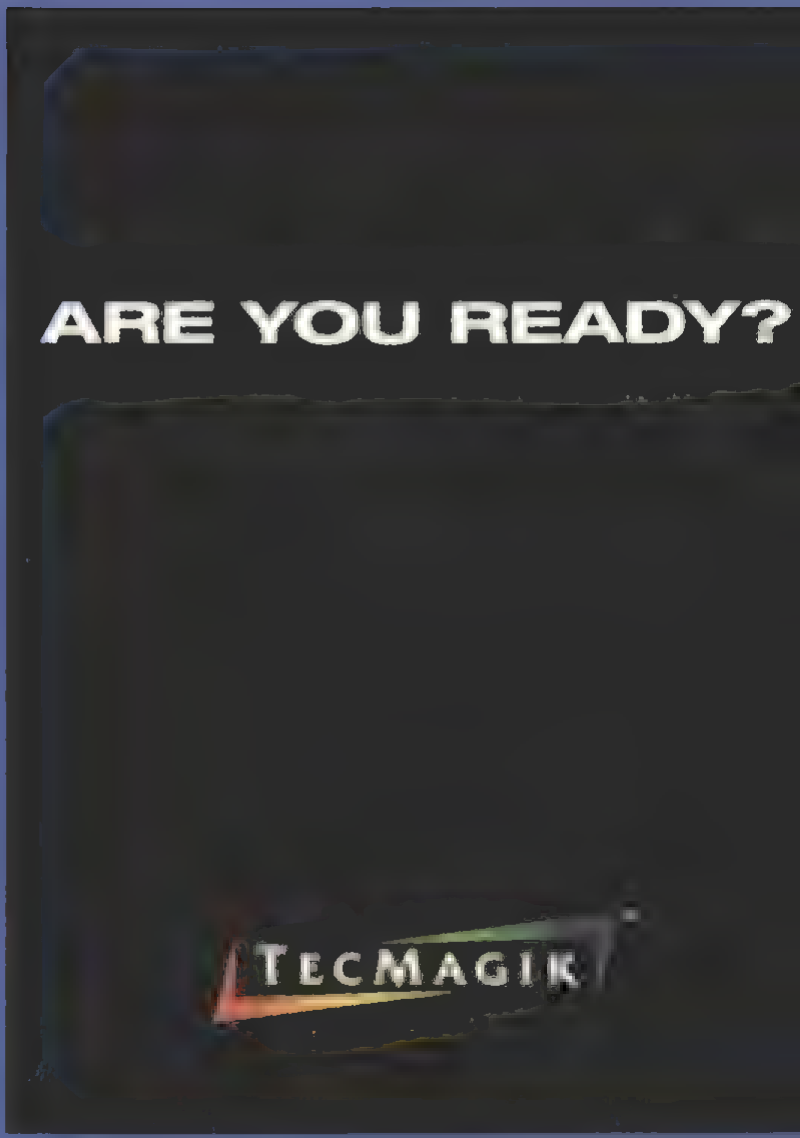
▼ Very slow. Very boring, even the occasional visual gag fails to liven the proceedings.

LASTABILITY 26

▲ Ooo go and Chester's shorted — into the correct bin. There's nothing here that warrants further play of any description.

OVERALL 33

A cheesy kind of platform game if ever there was one! Chester Cheetah is slow, tedious and about as much fun as sticking your head down a public lavatory.


ARE YOU READY?
TECMAGIK

LINE. YOU'RE STARING DOWN
THE RACKET OF ANDRE AGASSI.
A HEART BEAT. YOU DRIVE HIM
WITH A BACKHAND. HE
IVES. YES! A PERFECT DROP-
HOT. OR IS IT?
NDRE AGASSI TENNIS FOR
GA MEGA DRIVE AND MASTER
THE MOST
LLY DONE
VES. PLAY
ON ONE
ITH
THEIR OWN STYLE
CHAMPIONSHIP
OSE
YOUR GAME. SINGLES
MATCH. CALL YOUR
GRASS. CLAY. HARD.
AMERICAN INDOOR. THE
WILL MAKE SURE YOU—AND
EVERYONE ELSE—KNOWS THE
SCORE. ARE YOU READY?
The tournament purse doubles with every stroke in a heart-stopping "deuce" match (the "Deuce" feature is available only on Mega Drive, pictured above).
MEGA DRIVE

LOOKBACK

Ravens trundled down the ramp on his custom-driven Quick mobile and waved his spacey finger menacingly! Looking at Rich and Jaz with his ACME plastic stick-on forehead symbol he spoke in a quivering, metallic voice, "You will be sent back two years in time to take a look at what MEAN MACHINES was reviewing then, and how it compares with today's software." And with a flash the two were gone...

STEP BACK IN TIME... JUNE 1991

The cover of MEAN MACHINES was... Lemmings; an Ultra-Groovy Super... NES which is coming to the Megadrive soon! Awesome!

Joining MEAN MACHINES on a pay... mechanic whilst still working for CVG... was a certain Rich Leadbetter...

We exclusively unveiled Aaron Is on the Master System — one of the best... blasters for the machine.

Sega excitedly launched their new... third wonder — the Game Gear!

The first Game Gear games released... with the machine that month were... Super Monaco GP, Columns, G-LOC... and Wonderboy.

Dangerous Brothers for the Megadrive... was released in Japan, with great... import copies starting to filter into the... country.

We exclusively unveiled GG Shinobi... for the Game Geek and predicted... one of the greatest handheld games... ever seen!

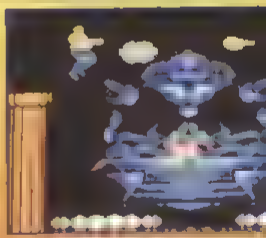
Rich with a tree up it's bum!

FORGOTTEN WORLDS

MACHINE: MASTER SYSTEM

BY: SEGA

Traverse the scrolling backdrops and blast the flying dayglo's out of everything that appears on screen.



WHAT WE SAID THEN

JAZ: Forgotten Worlds is an enjoyable blasting game with plenty of action. However it has one bad flaw: it's too easy.

MATT: It's not by any means a bad game, it just isn't that good either, and it's a shame that the two-player option has been lost.

WHAT WE SAY NOW!

...still too easy

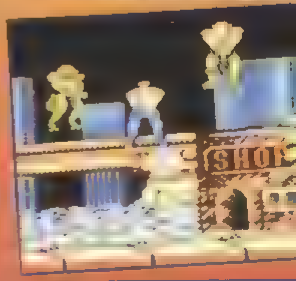
...playability

...em. Doh!

...ity

...lly good fun

...from the marks and we'd have a more realistic ...ucture.



HARDBALL

MACHINE: MEGADRIVE

BY: BALLISTIX

Ever played a console baseball game? Well the chances are that it looks and plays much like this one since they're all much the same

WHAT WE SAID THEN

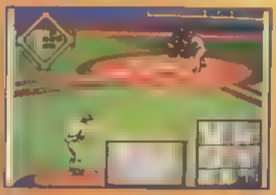
JAZ Even though it's easily the best Megadrive baseball game available on the likes of John Madden Football and PGA Tour Golf it hasn't quite got that addictive spark which makes it enjoyable to play if you're not particularly interested in the real sport

MATT. It's easy to get to grips with the game (expect to be thrashed by the computer the first few times) but effort is rewarded with the fun of making the first home run

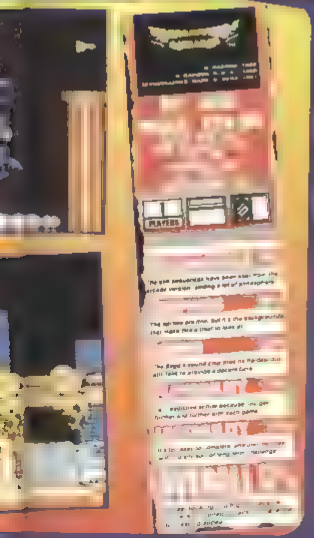
WHAT WE SAY NOW

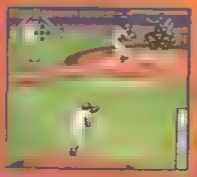
JA... bas...

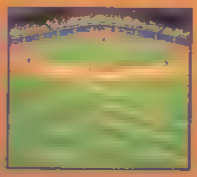
RICH

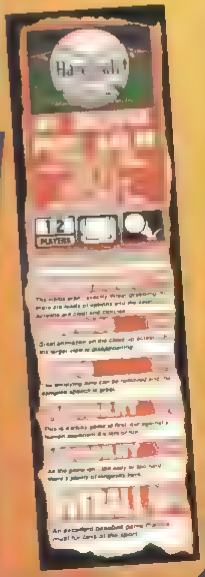


'Okay, when I say go, you grab his bat and I'll trip him over and poke him in the eye then you writhe in agony, saying that he's bashed you..'







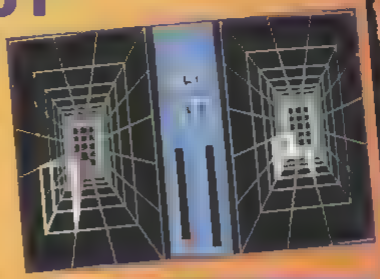


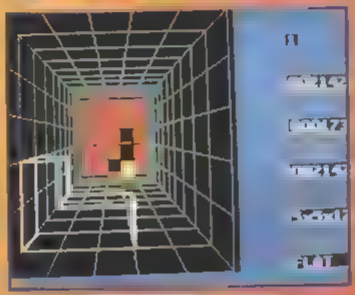
BLOCKOUT

MACHINE: MEGADRIVE

BY: EA

Guide blocks down into a well and arrange them to cover a five-by-five block area. These blocks then disappear. The game ends when blocks reach the top of the well. A simultaneous two player mode is available to add to the fun.





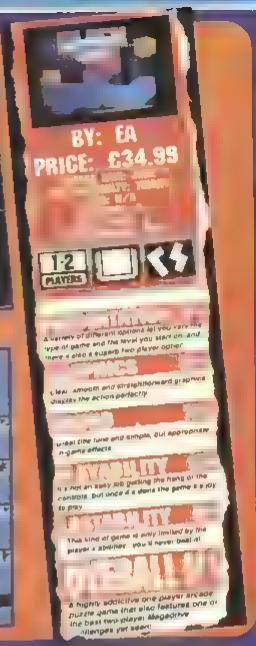
WHAT WE SAID THEN

JAZ: Although Blockout looks a bit boring make sure you check it out when you see it you'll be surprised as to how good it is.

MATT: Don't be put off by the bland screen shots, this is a fantastic game which every Megadrive owner should seriously consider buying.

WHAT WE SAY NOW

Blocks, blocks, glorious blocks — get 'em while they're hot!



KING'S BOUNTY

MACHINE: MEGADRIVE

BY: EA

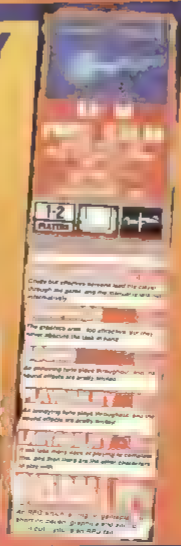
Run around the sparsely populated blocky world that is King's Bounty and indulge in blisteringly exciting combat that involves the player and the enemy attacking in turns — just like the real thing!

WHAT WE SAID THEN

JAZ: Not being particularly interested in RPGs a game of this sort has to be pretty amazing to get me playing unfortunately this one failed to grab my enthusiasm.

MATT: I thought this was going to be an average RPG, but in fact it's not at all bad.

WHAT WE SAY NOW



WRESTLE WAR

MACHINE: MEGADRIVE
BY: SEGA

Enter the ring and do combat with sad men including 'The Mohawk Kid' Sledge Hammer' and 'Nimrod Falcon' To quote Shakespeare "Yoinks!"

WHAT WE SAID THEN

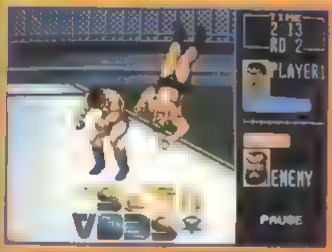
MATT: The challenge is easy enough at first, but soon gets tricky

PAUL: There is quite a bit of skill involved in the gameplay and though the control system will either break your wrist or your joypad, it all adds to the frantic fun.

WHAT WE SAY NOW

JAZ I d[illegible] view this at the time because I w[illegible] play it when I [illegible]

Eye-popping wrestling antics.



PREVIEWS

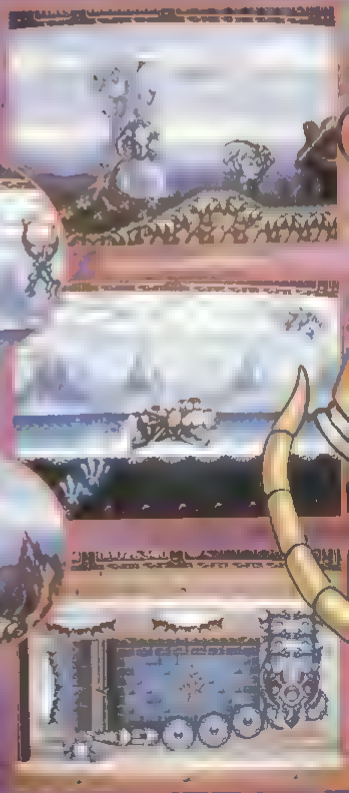
ROCKET ADVENT

For most beings, the question 'are you a man or a mouse?' in the face of adversity would sting their masculine pride into bulging out the biceps a few more millimetres and sticking out the old stiff upper lip as if the suggestion that one is a mouse is an insult. What have people got against mice eh? Especially when you're the epitome of mouse-ish valour like Sparkster, the star of Konami's new Megadrive jaunt — Rocket Knight Adventures.

Far from being a crafty, cringing creature of the cheese-box, Sparkster is the hero of the first order of bravery who harks from another galaxy in the bewitched realm of Elhorn. His mediaeval world is ruled by seven powerful wizards and is caught in the confusing turmoil of a country permanently at war! The planet's inhabitants live by a mysterious force, an energy that provides them with light and runs their incredible Sky Chariots. But as in all the best stories, this force is being plundered and used to fuel the evil ends of a deviously deranged Dark King who is trying to conquer Elhorn with an army of hog-like, cyborg troops! One of the wizards, Komata, is a mite cheesed off with the whole affairs so he's trained up some soldiers to tip top condition and dubbed them the 'Rocket Knights'.

Sparkster is the last of said good Knights and eager to avenge his father who died horribly at the hands of the Dark King's warriors, he's quite willing to get stuck in!

Lucy and Rich were privileged enough to get an early look at this scorching little platformer and, by Jove, it's looking seriously hot stuff graphically and gameplay-wise so far. Feast your eyes on these screenshots for a first taste of the excellence but make sure you tune in soon for the full works.



KNIGHT
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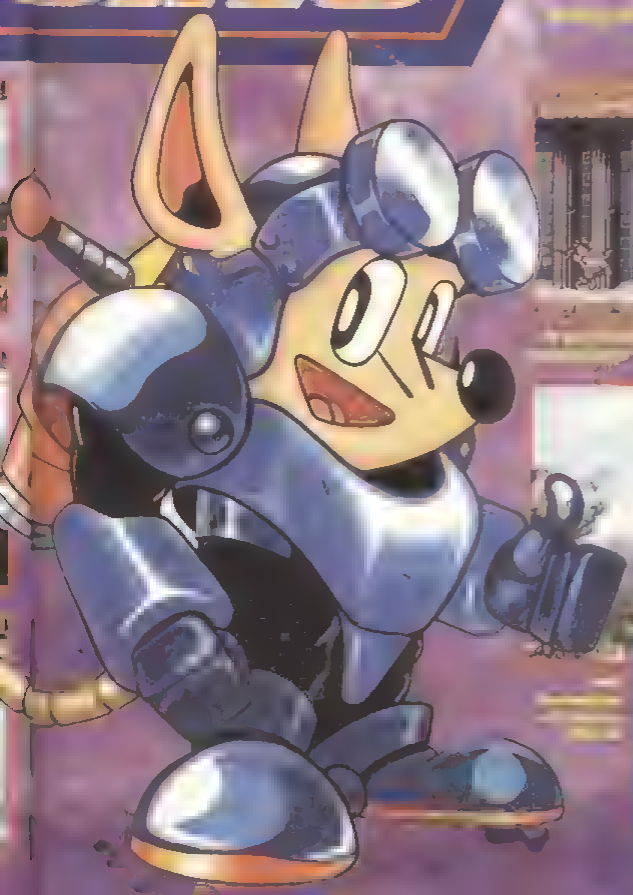
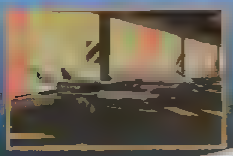
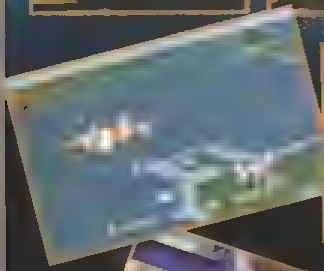






SILP

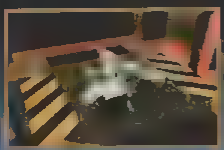
▲ *Fill 'er up with four-star, thriller.*

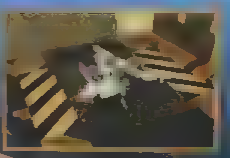
Sega's Mega-CD goes from strength to strength during September of this year. Look out for Core Design's amazing Thunderhawk, also previewed in these esteemed pages. Also being released the same month is Sega's SUPERHEED, already voted Tolbert Entertainment Game of the Year at the January CES Show in Las Vegas.

The game is a simple shoot 'em up in the style of the aged arcade game Galaxian. However, the game has been beefed up significantly with fast and furious speed and some of the most stunning graphics ever seen. Over 500,000 polygons are plotted based around fractal formulae, the player flying into and escaping from the program, there are three levels of difficulty, each one more intense than the last.

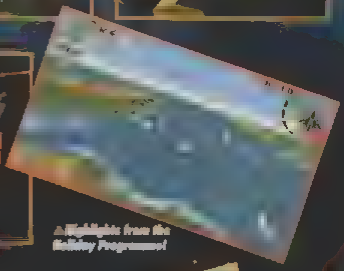
Sega have been kind enough to give us a preview version of the game and MEAN MACHINES can now reveal that the game is [illegible] The game is [illegible] off

▲ *Sweet!*



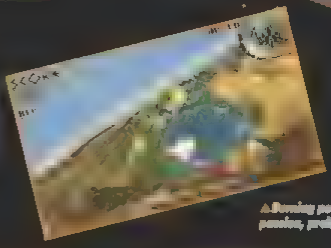


Lace into the groove and shake your stuff!



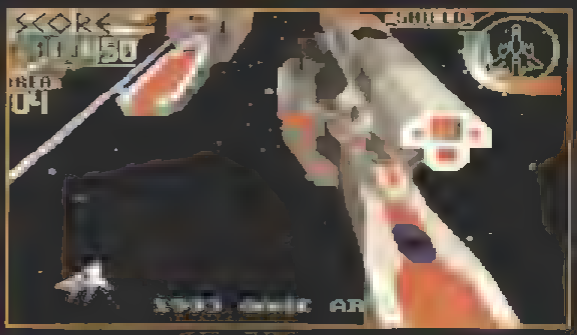
▲ Highlights from the Holiday Programme!

PHEED

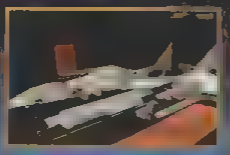


▲ Burning pools of passion, probably...

...ops like Starblade and Wing...g Run...although... ...s not quite in the same league as Galaxy... ...y an amazing visual experience as massive st... ...destroyers fly by and legions of enemy fighters ...warm on ready for their photon-related doom! ...pheed looks like being an essential purchase fo... ...Mega-CD gamers... check out a future issue o... ...ANSWERS to find out if we're right!



▲ Shooting off in space for fun and profit...



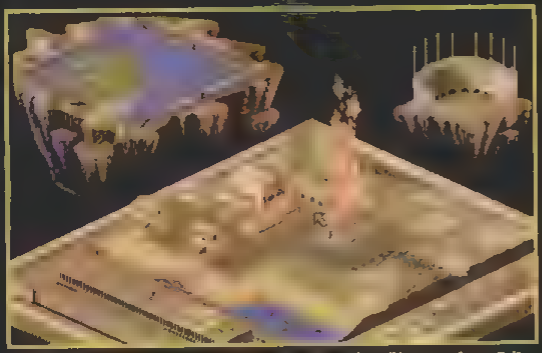
Populous was one of the first strategy games for the Megadrive, and three years on it is still one of the best. Not everyone's cup of tea, Bullfrog's revolutionary gamestyle created a whole new genre — the god game. Now, in 1993, Bullfrog are again responsible for the tweaked sequel Populous II.

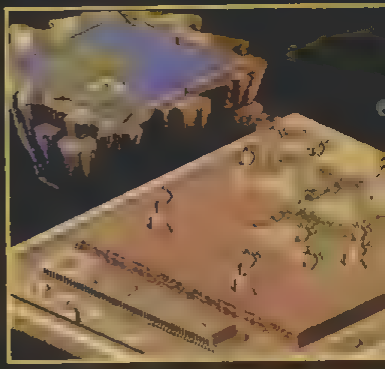
Players of the original game should instantly notice the similarity in presentation. An isometric close-up map combines with a larger scale overview of the landscape. Once again, your deity has a manna bar, and other options detailing how to populate the land. In many ways the gameplays the same, with the basic action of levelling land and unleashing disasters prevailing.

However, Populous II has been improved in just about every department. Instead of six calamities to visit on the enemy, there are about twenty. All are much more satisfying (and sadistic!) than before. From the awesome pillars of fire, to devastating tidal waves that sweep across entire oceans; soon all ideas of benevolence go out the window. Oh yes, there's gorgons and giants running around stomping on people too.

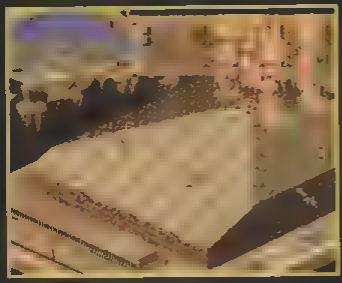
The graphics are much improved, maintaining the mythological/holidays in Tuscany look all the way through. But despite the prim visuals, it's the strategians amongst Megadrive owners who will be most interested in the full lowdown of this latest pretender. And just for that, MEAN MACHINES SEGA will have an assuredly exhaustive review in the very next issue... if you're lucky!

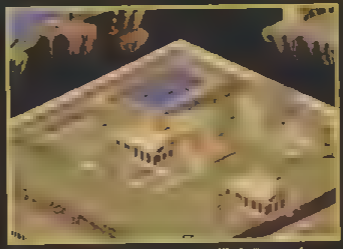
POPUL

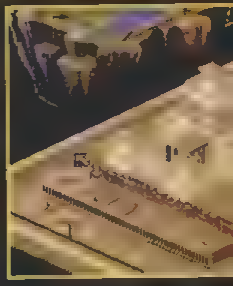




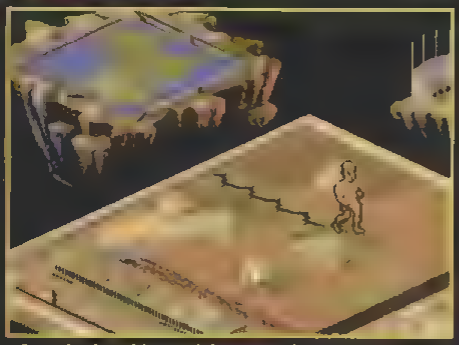
▲ And the Lord saith 'You loveth me not, but cos I am a just God — I'll have your house, too!'



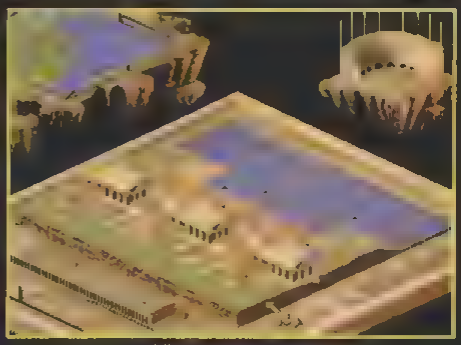




▲ Mummy and Daddy take us to the villa in Tuscany in Summer. Nothing fancy, no servants or anything.

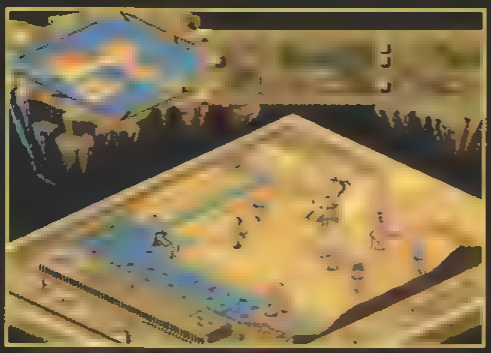


▲ Rampaging giants of doom pop in for a cuppa and some devastation.

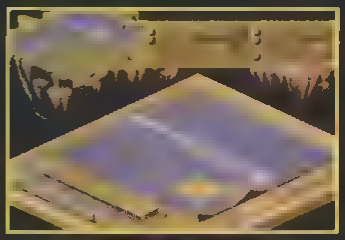


▲ Your people create an idyllic seaside retreat — a bit like Brighton, really.

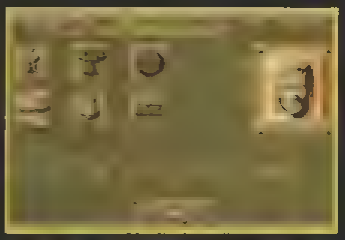
LOUS II



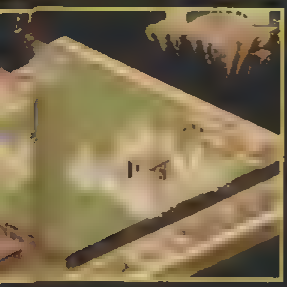
▲ Goodies' convention on the sandy strips of yore.

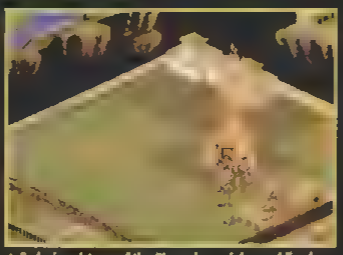


▲ Raise those defences, as a tidal wave tears across the seas.



▲ Customise your God on the allocation screen. Ie, make him particularly adept at killing things.





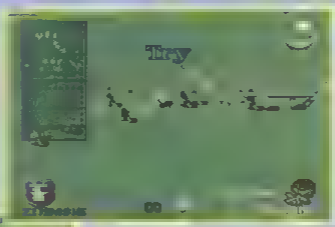
▲ Exclusive pictures of the Mean Ironed down while playing Sonic' story. MPs say 'Ban these evil games'.

INTERNATIONAL RUGBY

Welcome to the land of gratuitous violence, bulging thighs and odd-shaped balls brought to your Megadrive from Domark in the shape of International Rugby Combine your canny management skills with your ruthless play techniques as you firstly pick the best men for your team after studying endless stats then control them through a series of gruelling matches into the lap of success Practise in friendly matches against one of 16 top teams or in a tour of your choice before striving for victory in the Five Nations, Triple Crown or ultimately, the World Cup

Having had a quick butchers at said product we can report that most of the features of this mucky sport have been included such as try-scoring, conversions, line-outs and the less savoury aspects such as kicking, shirt-pulling, shoving and barging!

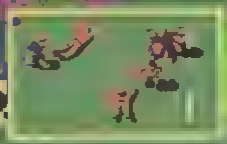
As to whether or not it's worth a try or indeed a buy, you'll have to tune in next month when we bring you the full review



Try, try you fools! Try like the wind etc...

All entries to spot-the-ball should be addressed ...Team. Great screenshot though, eh readers?

The plucky prop-forward is marked by a large grey arrow. Foulink!



KRUSTY'S SUPER FUN HOUSE

(BEN THE BOFFIN HAS!)

Krusty the Clown's in a spot of bother. His Super Fun House has been overrun by rascall rats and it's your job to help him make the pesky varmints vanish.

"This [illegible] - 87% CVG

But before you can say 'rats' to the rampaging rodents, you've got to collect bricks, blocks and blowers plus a whole host of other devious devices that will help get the rats to the coolest traps you've ever seen.

"Well weird [illegible] addictive too - 80% - Total!

Along the way you'll find plenty of confusing secret passages and doors as well as Krusty's sworn enemies - the Pink Flying Pigs, Venom Vipers, Laser Aliens and Giant Goofy Birds. But don't worry, your ready supply of custard pies will soon sort them out.

"A truly essential purchase - 90% - Mean Machines

So if you think you're ready to get your head into Krusty's Super Fun House – get rat trapping now!

[illegible] The Big Breakfast on Thursdays.

Coming soon from Acclaim – more of your favourite Simpsons characters in Bart vs The World, Itchy and Scratchy, Bartman meets Radioactive Man and Bart's Nightmare

FLYING EDGE

Acklaim

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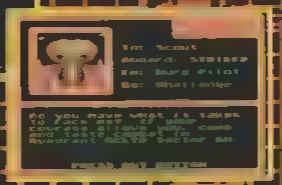
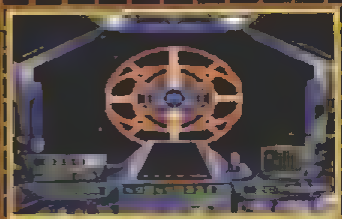
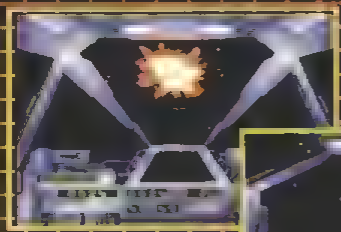
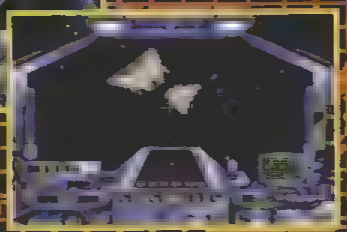
WARPSPEED









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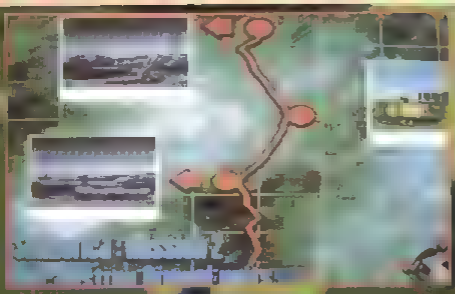
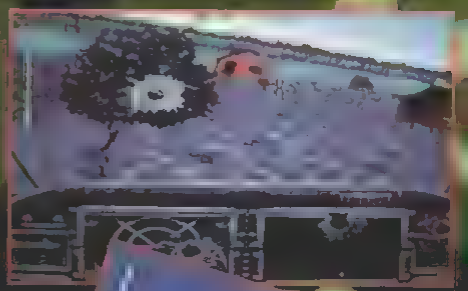


THUNDER

THUNDERHAWK



Mega CD owners are doubtless feeling proud of their monster toy at the moment what with Final Fight and Night Trap doing them proud. Neither of these titles however hint at the machine's full potential. Core design have decided that it's about time somebody did the Mega CD justice by designing an incredibly convincing Helicopter combat/flight simulator for it. Entitled Thunderhawk the game is the first game that fully utilises the Mega-CD's rotation and texture mapping capabilities. The results are simply awe-dropping. What's more the game features hardware-scaling and sprite rotation on all of the enemy vehicles adding to the realism. One of the game's designers informed us that each tank truck helicopter missile silo you name it is viewable from a full 360 degrees. This is something that requires an incredible amount of memory space but then that's something that the Mega-CD's good at making use of. Another feature unique to Thunderhawk is that the Mode 7 type backgrounds bank with the aircraft something that the Super NES is incapable of.

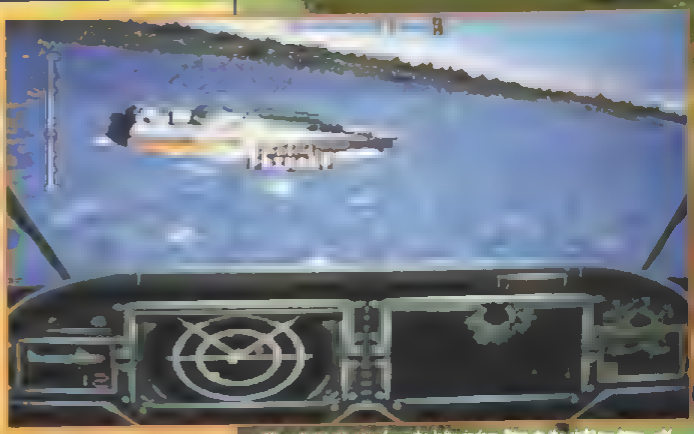
Thunderhawk is perhaps best described as a three dimensional Desert Strike. The player has a choice of ten missions each with its own list of objectives. For example mission five's main task is to recapture a town in Central America. However there are a further five objectives that are taken into account beforehand. There's a neat looking bridge begging for destruction and a squadron of long range bombers need taking care of too. As you might imagine things become very involved in a short space of time. Even when the player has a good idea of the general battle plan there's the small problem of putting it all into practice.

The Thunderhawk is commonly flown using the D-pad as the joystick — pushing forward to advance back to retreat and pushing left and right to bank in those directions. Alternatively the D pad raises or lowers the Thunderhawk's altitude and allows it to spin through 360 degrees from a hovering position. The C button toggles between the two. It all works very well indeed if the early versions on of the game is anything to go by.

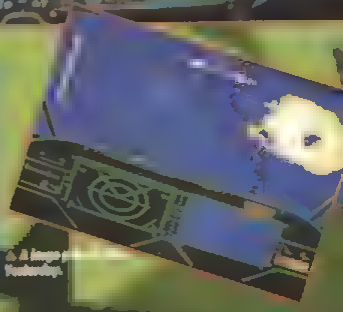
Incredibly the Thunderhawk is free to roam almost where ever it pleases preying on the enemy artillery and engaging in dog fights with hostile aircraft. This is a further demonstration of the Mega CD's processing power – the play area is massive! Confident pilots have an extensive amount of time to inflict as much misery on the enemy as they want with only the Thunderhawk's ammo supply posing as a limitation. Not so cocky players need only ensure that the helicopter is constantly headed toward the next prime target to satisfy HQ and make a success of the current mission. On the harder difficulty settings pilots are constantly required to use the Thunderhawk's altitude to stealth purposes – flying at low levels evading radar detection but enhancing the rather solid scenery is especially exhilarating. Confound these problems with snowy conditions, night missions and trait following and would be ace pilots have certainly got their work cut out for them.

While all this is going on the CD soundtrack backs the action with an impressive bombardment of screaming guitar music. Core's in house musician Martin has done much to inject yet more power into the game with some superb sound tracks. Lucy and Paul had the opportunity of hearing some of the music through the lad's swanky sound system and were totally impressed! Additionally Mega CD owners should look forward to many a sampled explosion and thundering of weaponry and take to some speaker reinforcement in preparation for Thunderhawk. There's some heavy duty noise going down here we can tell you.

Thunderhawk is due for exhibition in America as the next flagship game for the Mega CD – it wouldn't surprise us if the situation were repeated over here when the game is released this September. Japan has Konami and Capcom and it would appear that Core are leading the European market for the Megadrive with this and their other titles due for launch next year. The excitement is almost unbearable but thankfully we are only one month away from the full EXCLUSIVE review.

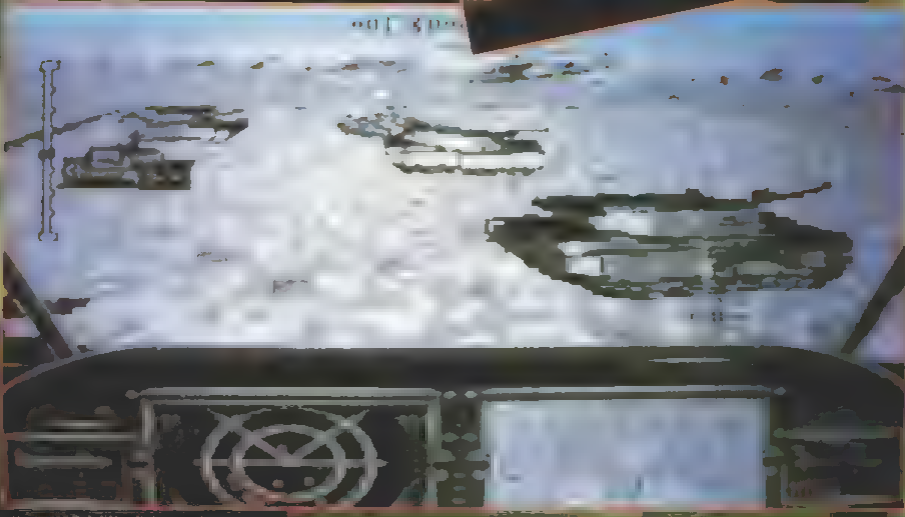


▲ OK, so that's the view from the left window. Now, to the right we have...



▲ A Mega-CD Thunderhawk

THUNDERHAWK



Come out for Christmas! The game's up!

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[redacted] games which are: Double Dragon 3, Cheesmaster, Tetris, Megaman 3 and Duck Tales, excellent condition, includes 2-player link up cable and all games and Gameboy are boxed with instructions, sell for £100. Tel: 06 436 4979

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MEGADRIVE for sale with 6 games, including Sonic 2, Lemmings, Desert Strike and more with 2 joypads worth £350 sell for £249. Tel: 021 3 0832

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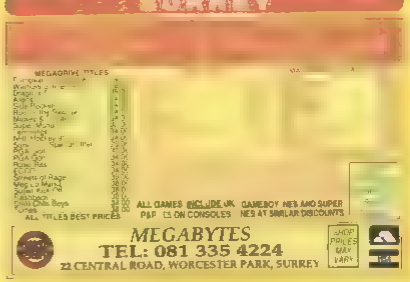
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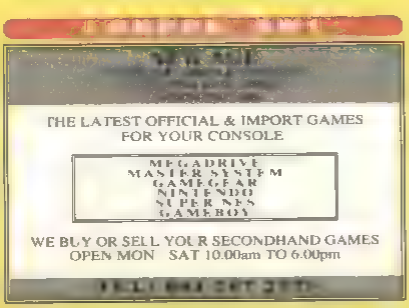

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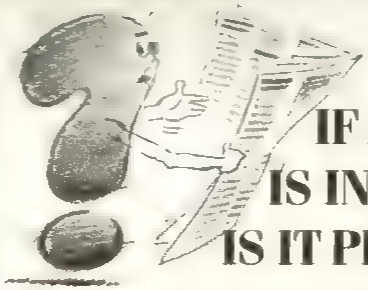

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ADVERTISERS INDEX

Electronic Arts ..... IFC + 3
U.S. Gold. 13
Domark 17
Electronic Arts ..... 18 + 19
Virgin ..... OBC
Special Reserve..... IBC
Domark..... .35
Shekana 43
Home Grown Productions..... 43
Guiding Light 43
Console Mania..... 55
Codemasters 59
Island World..... 61
Q & Q 65
Konami . . . . . 66 + 67
Tottenham Court Road. 69
Console Connections 69
Space City 69
Tecmagick ..... 102 + 103
Datel..... 117
Regional Spotlight. . . . . 125 + 126

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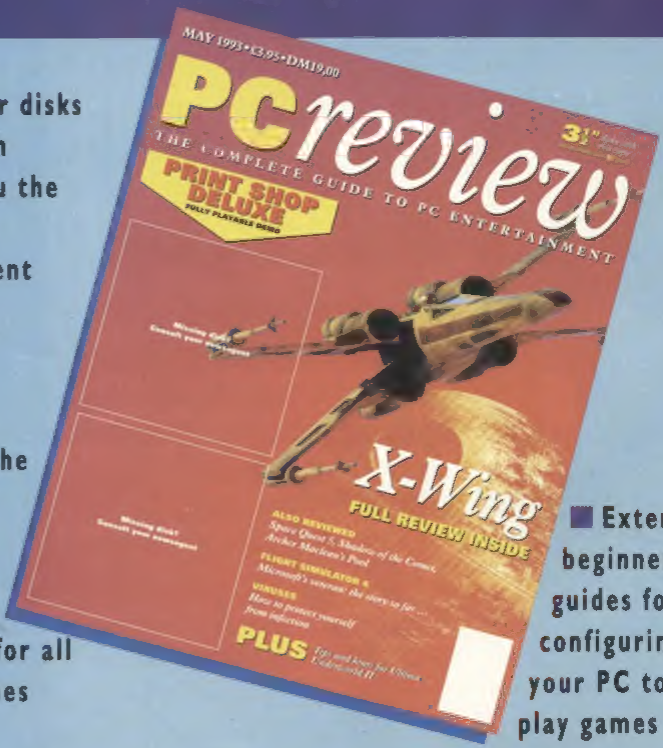

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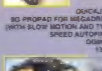

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